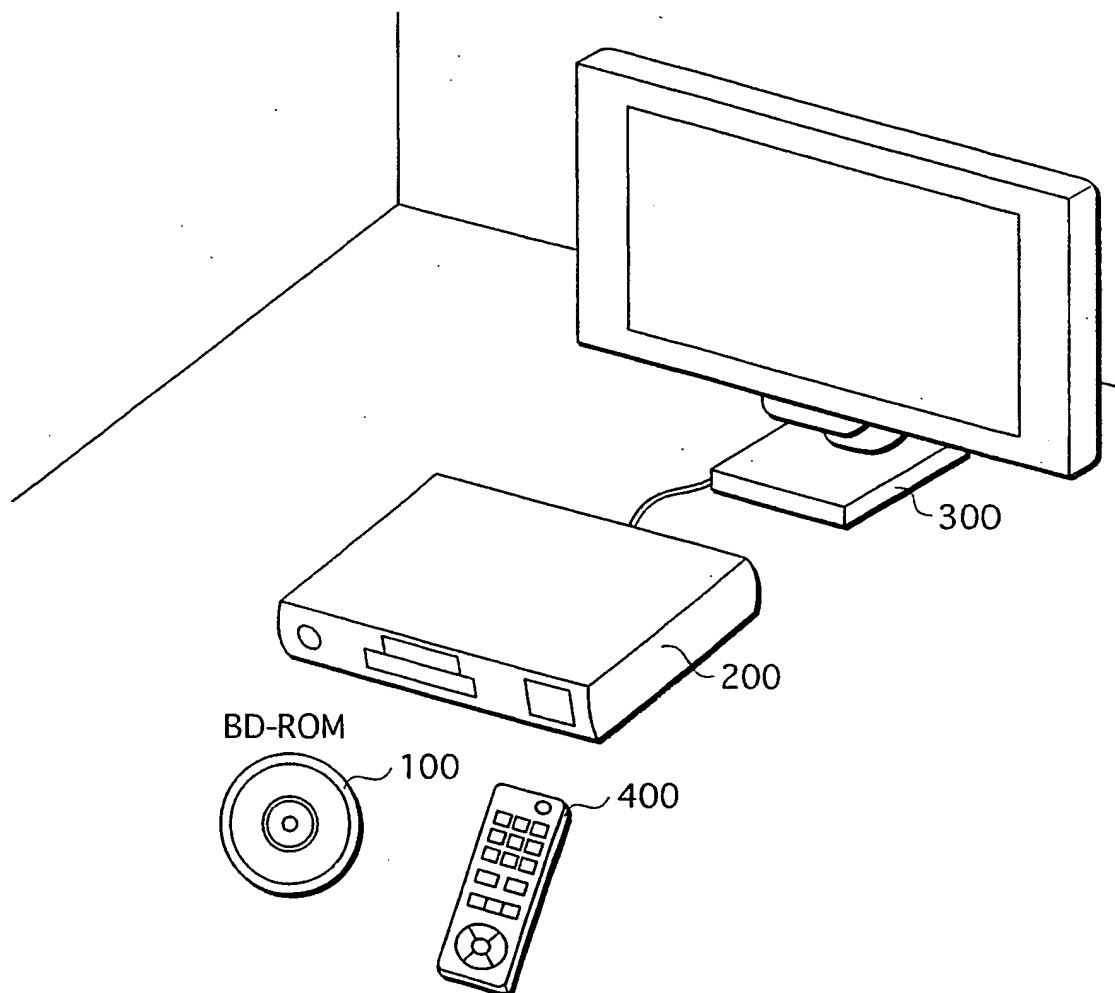


FIG. 1



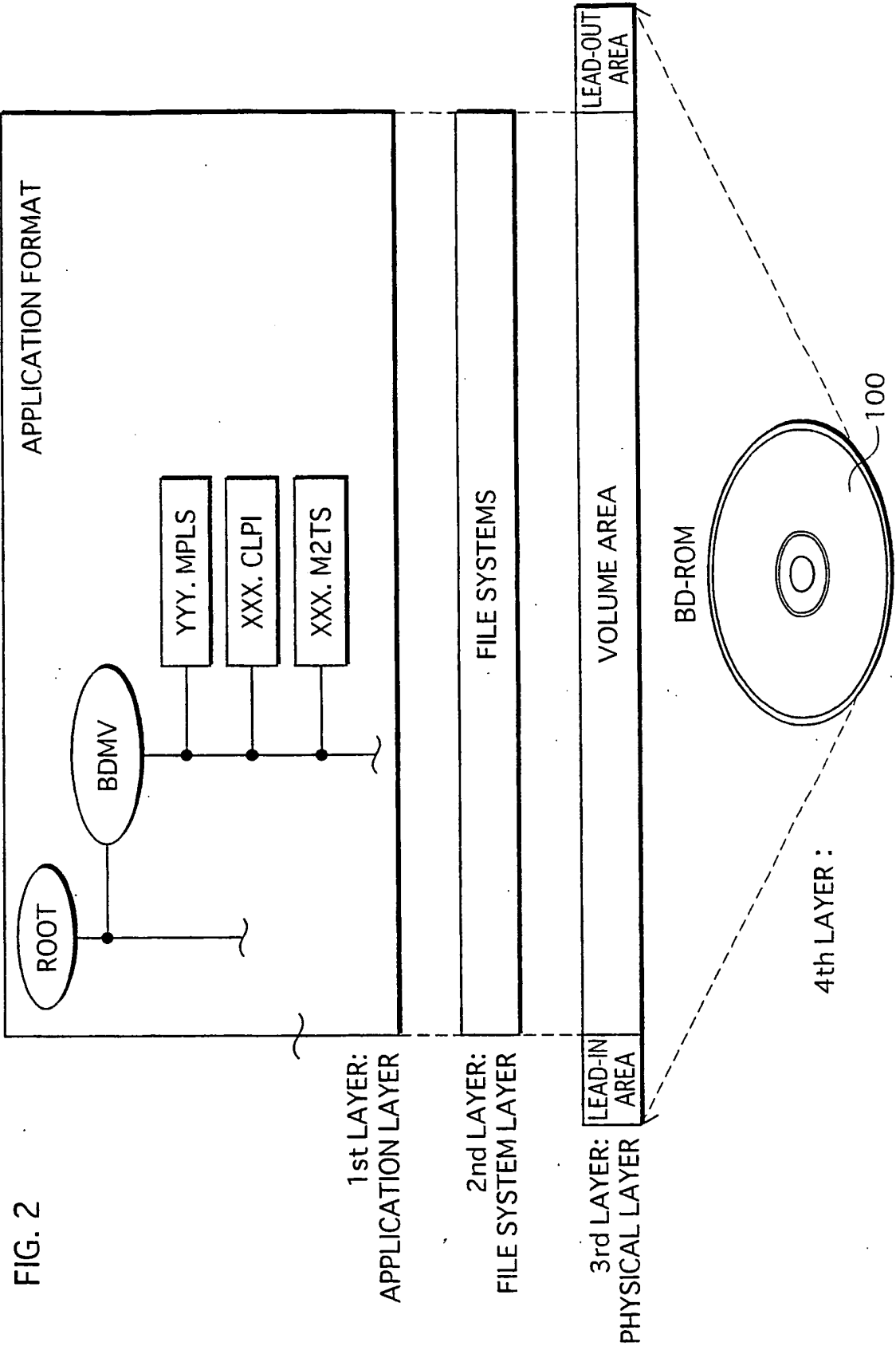


FIG. 3

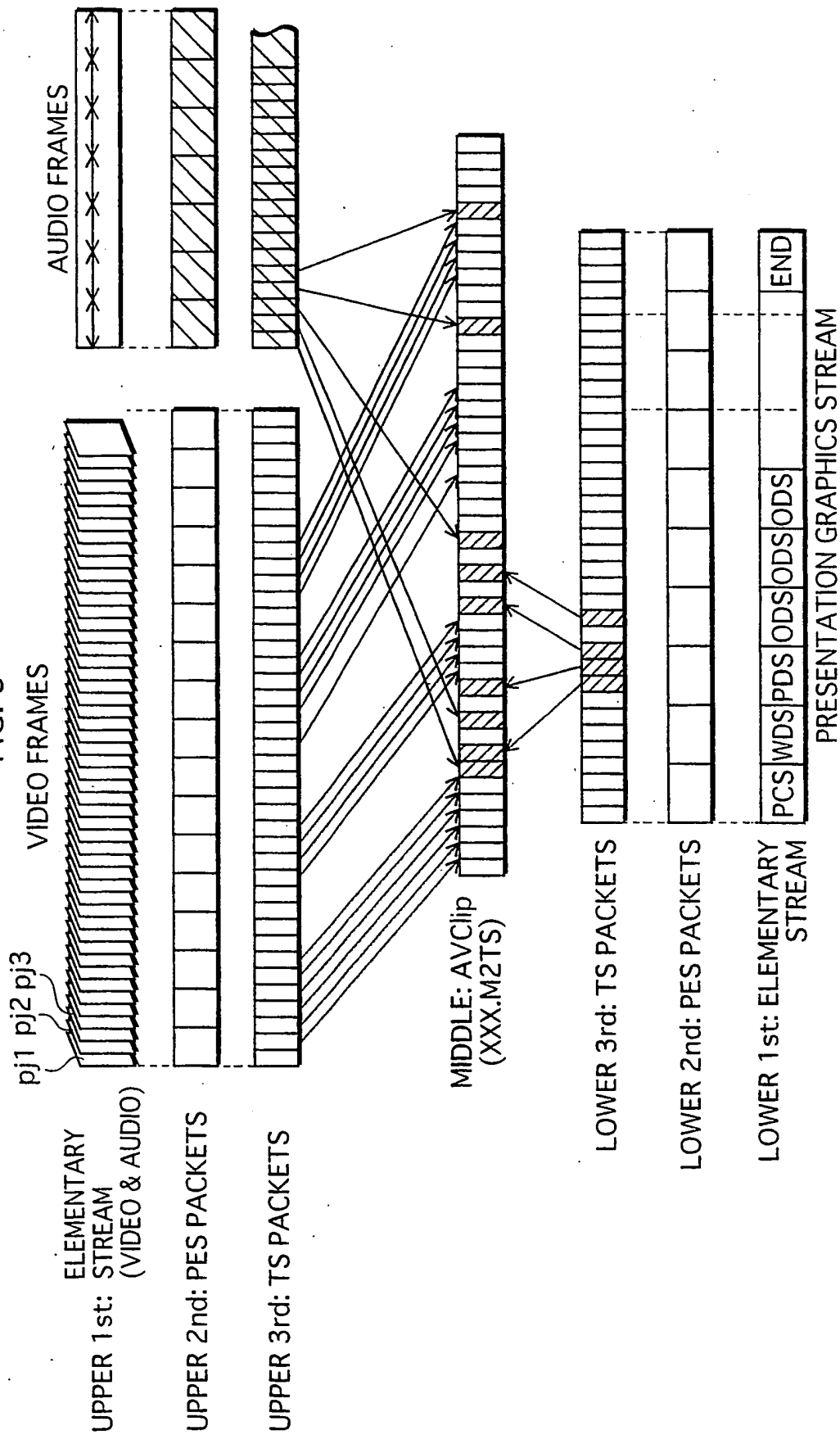


FIG. 4A

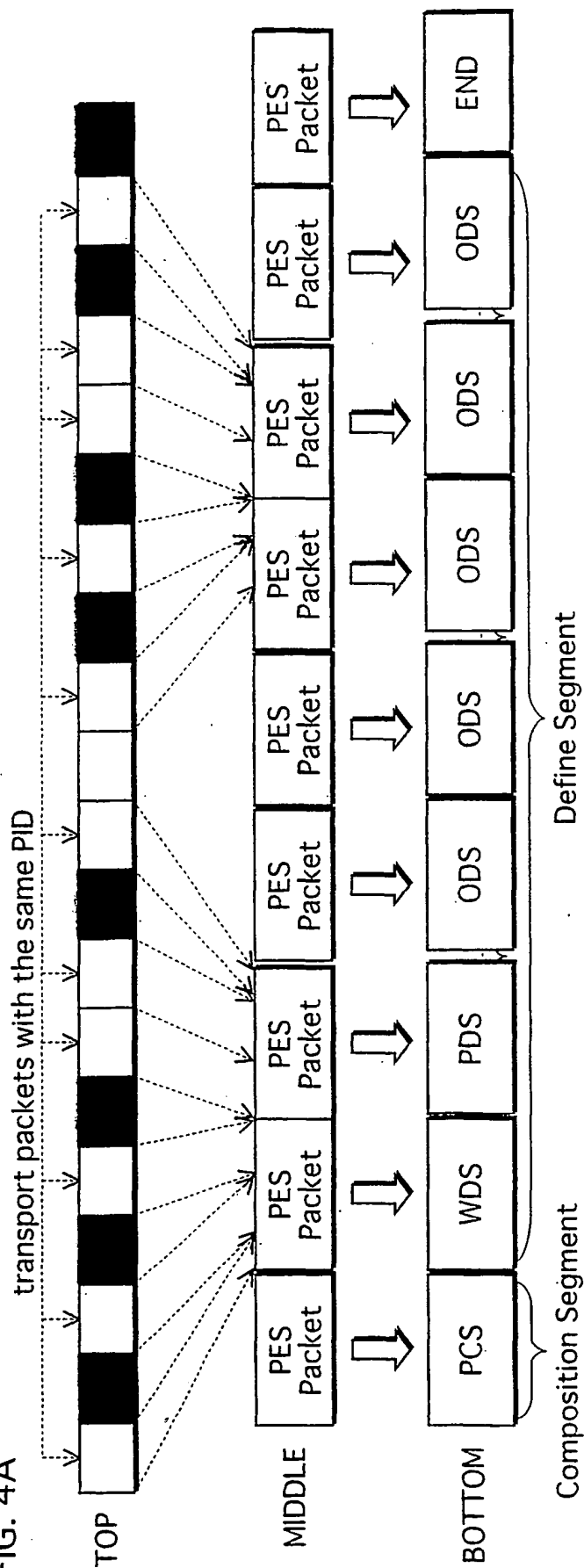


FIG. 4B

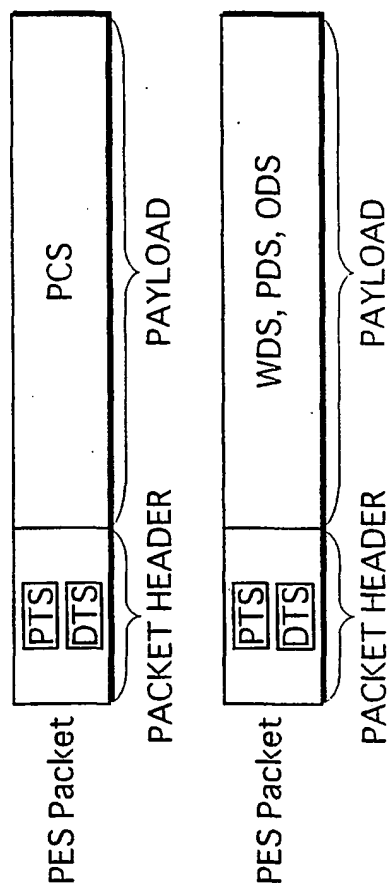


FIG. 5

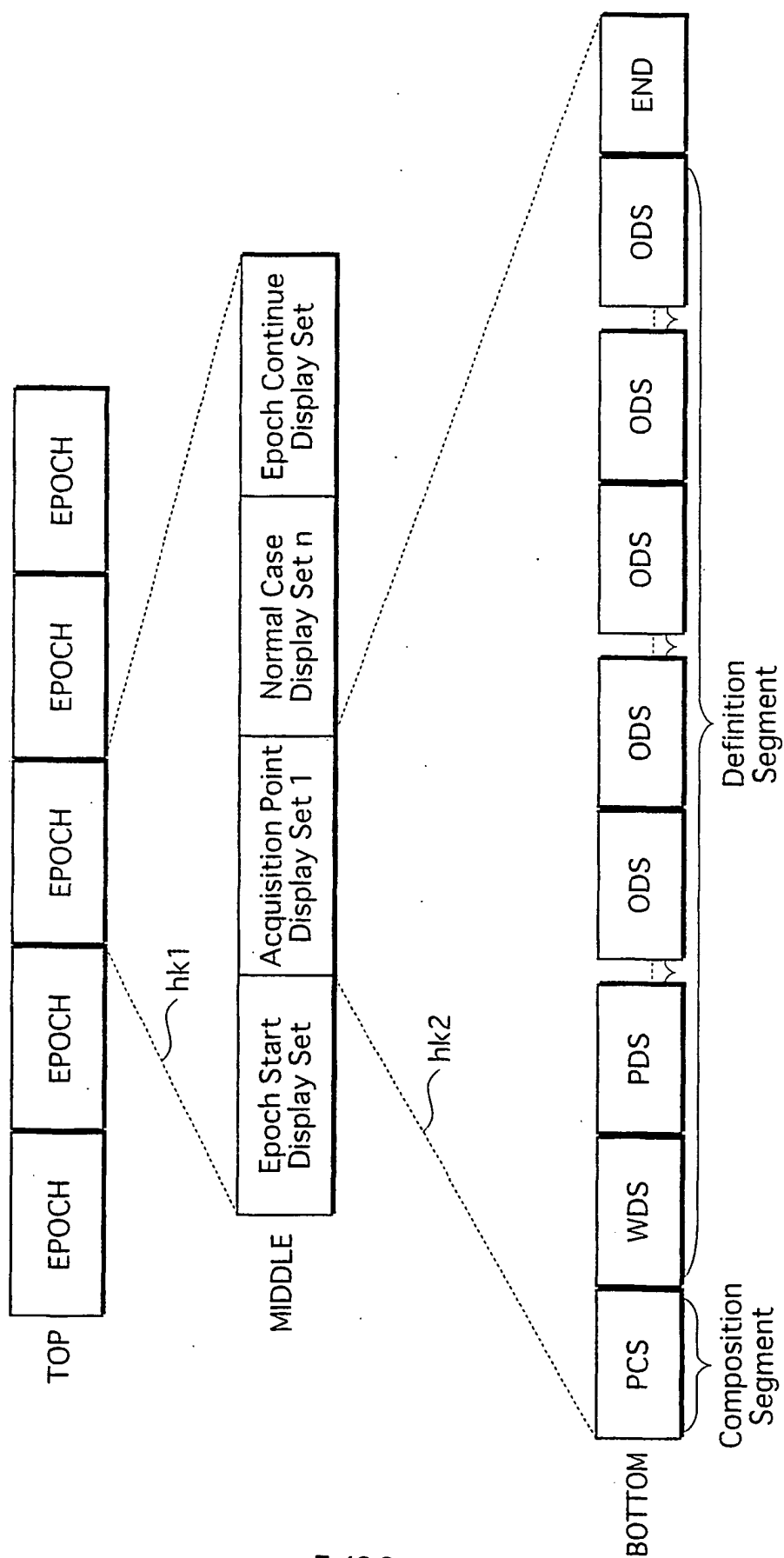


FIG. 6

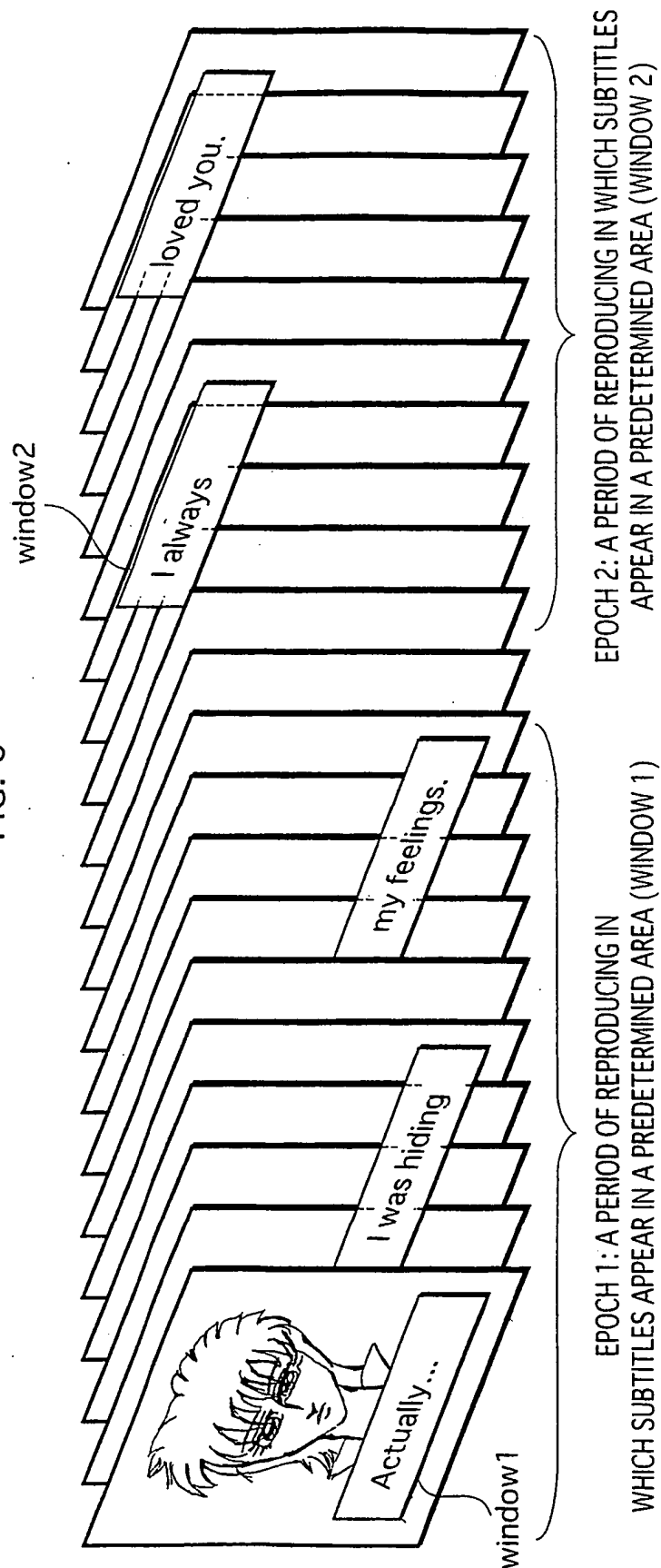


FIG. 7A

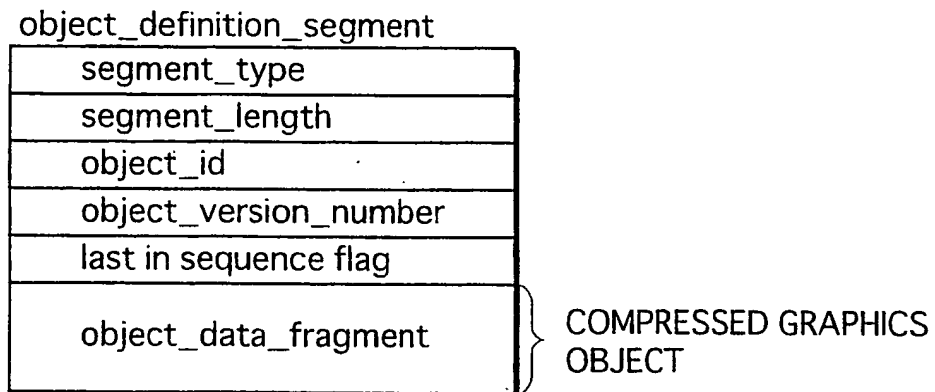


FIG. 7B

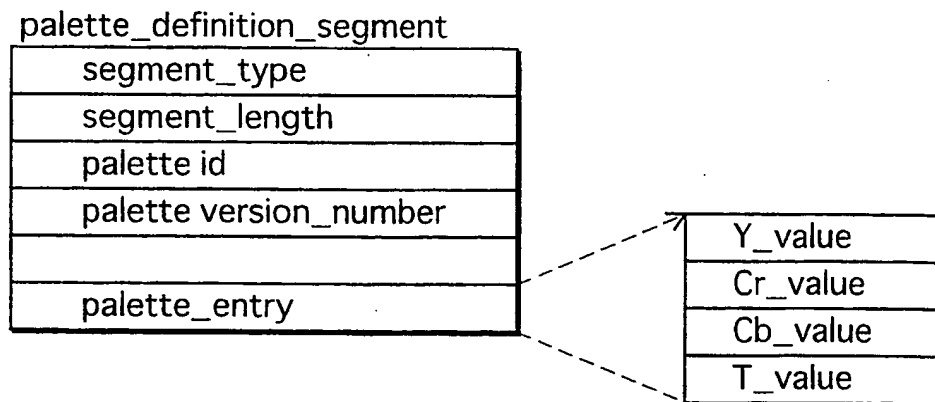
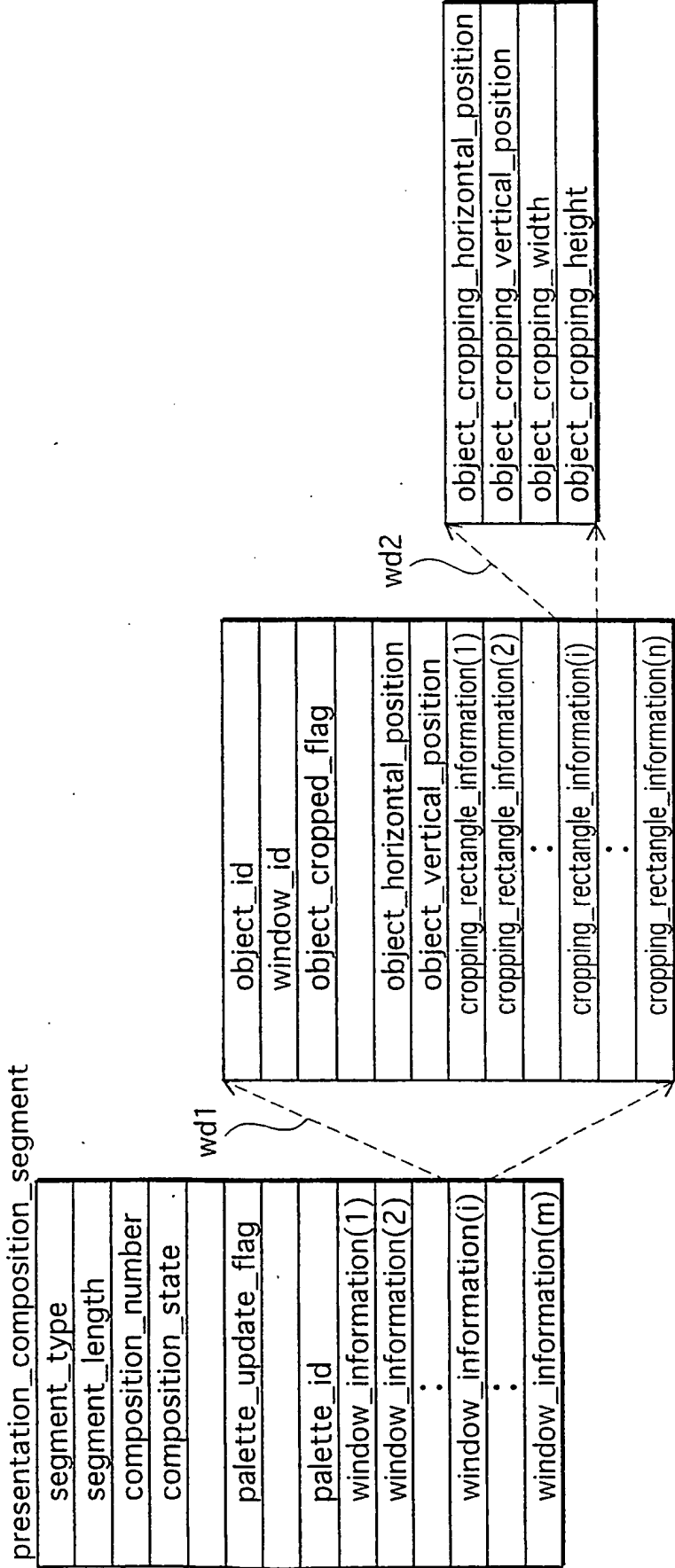


FIG. 8A

window_definition_segment	
	window_id
	window_horizontal_position
	window_vertical_position
	window_width
	window_height

FIG. 8B



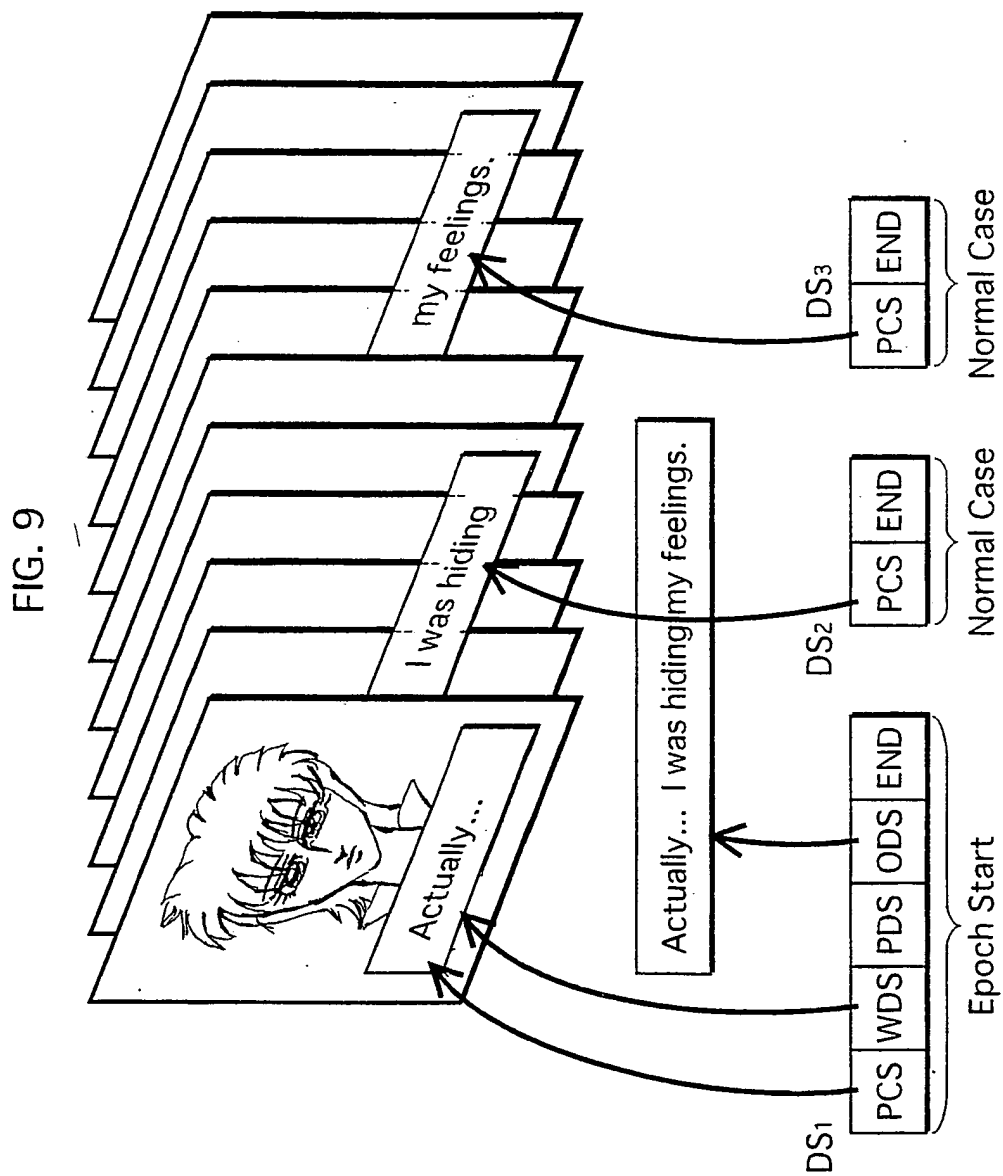


FIG. 11

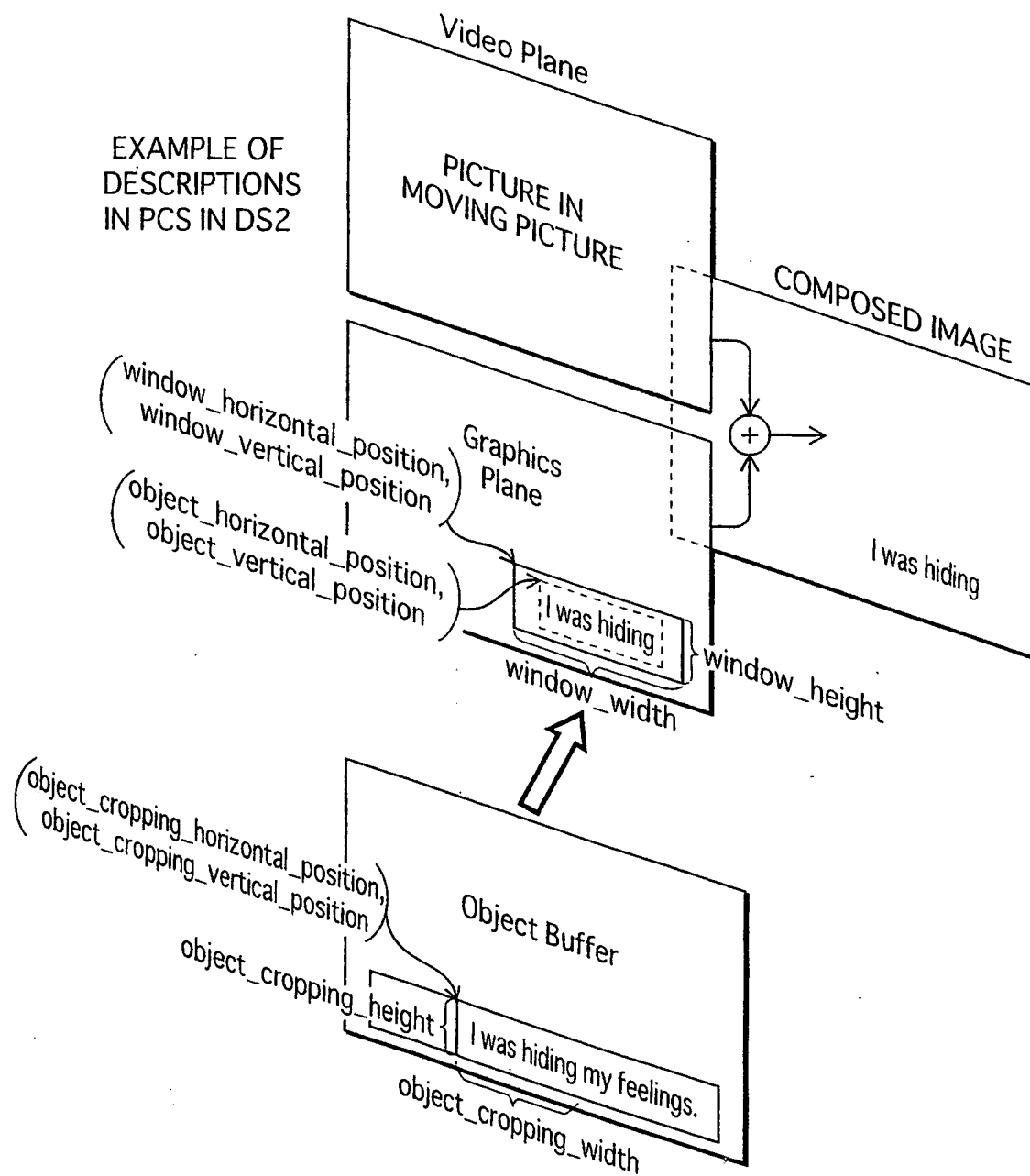


FIG. 12

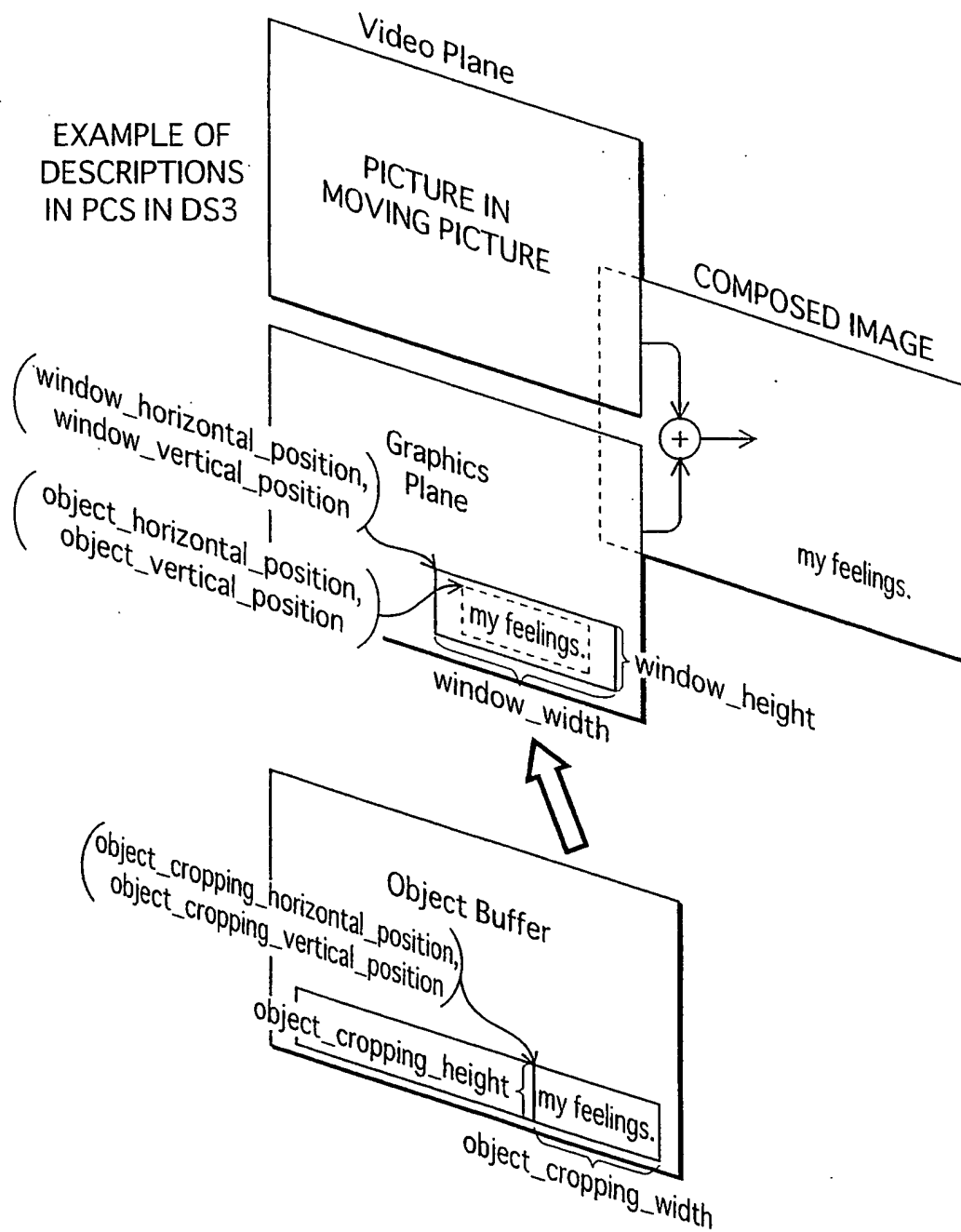


FIG. 13

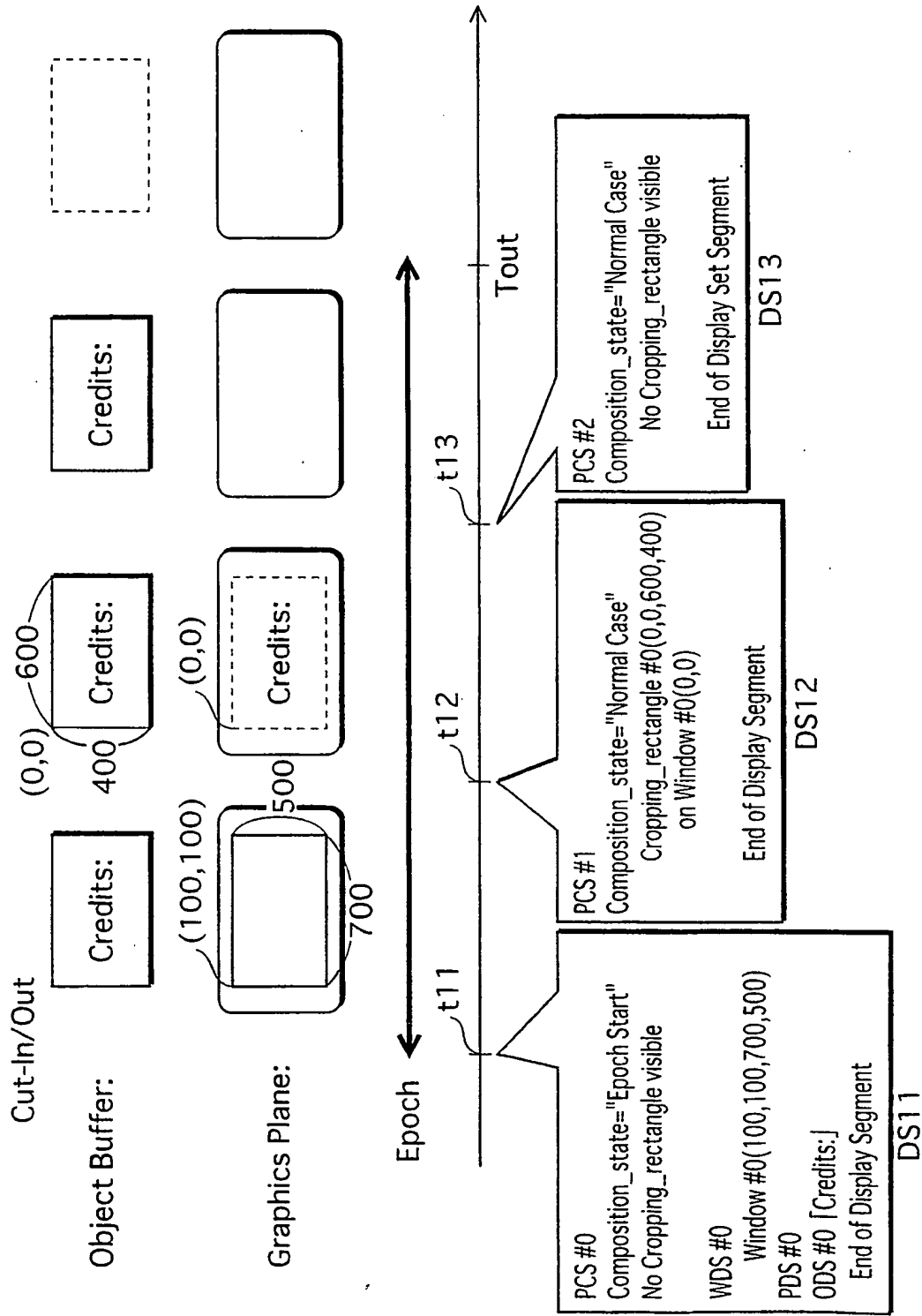


FIG. 14

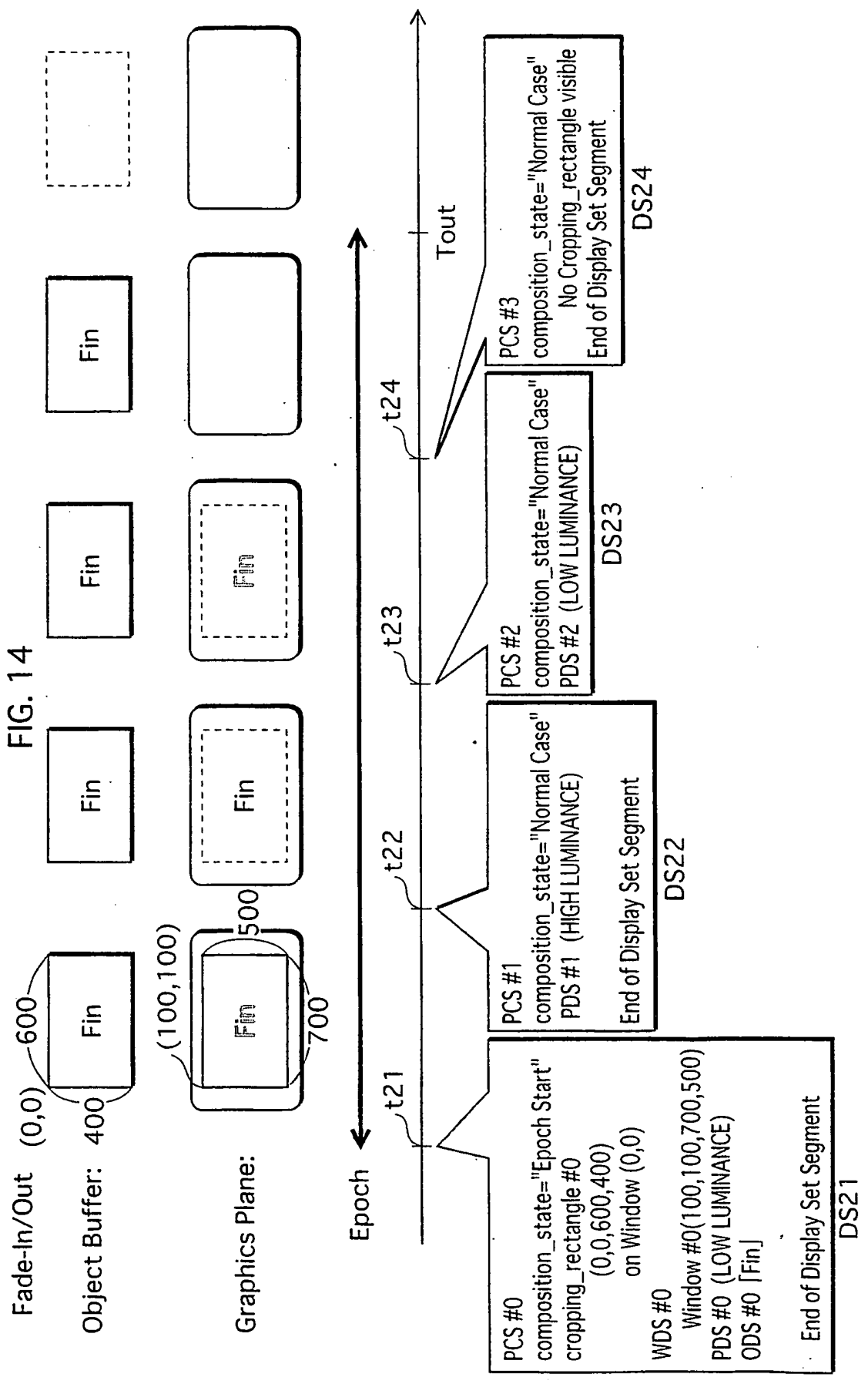


FIG. 15

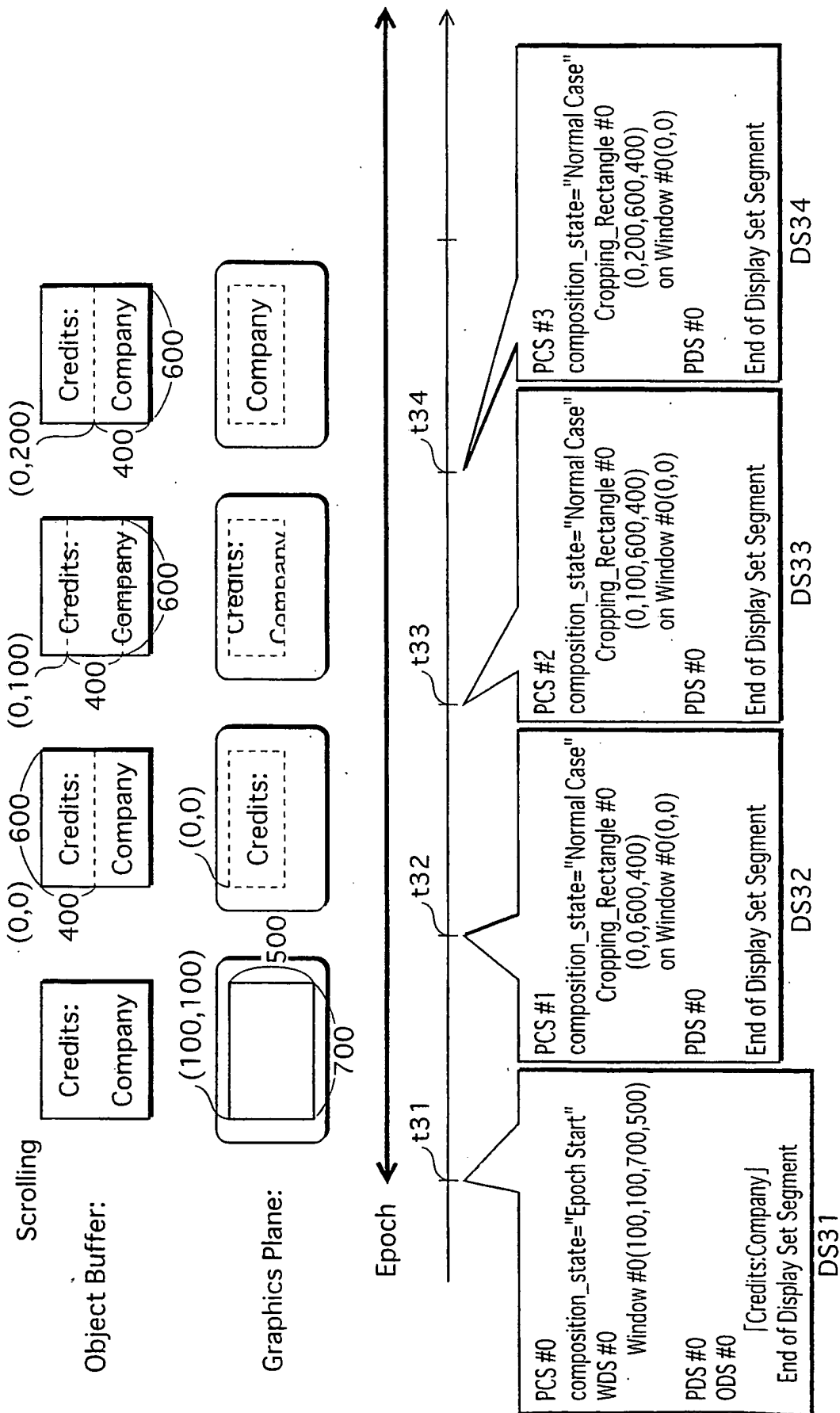


FIG. 16

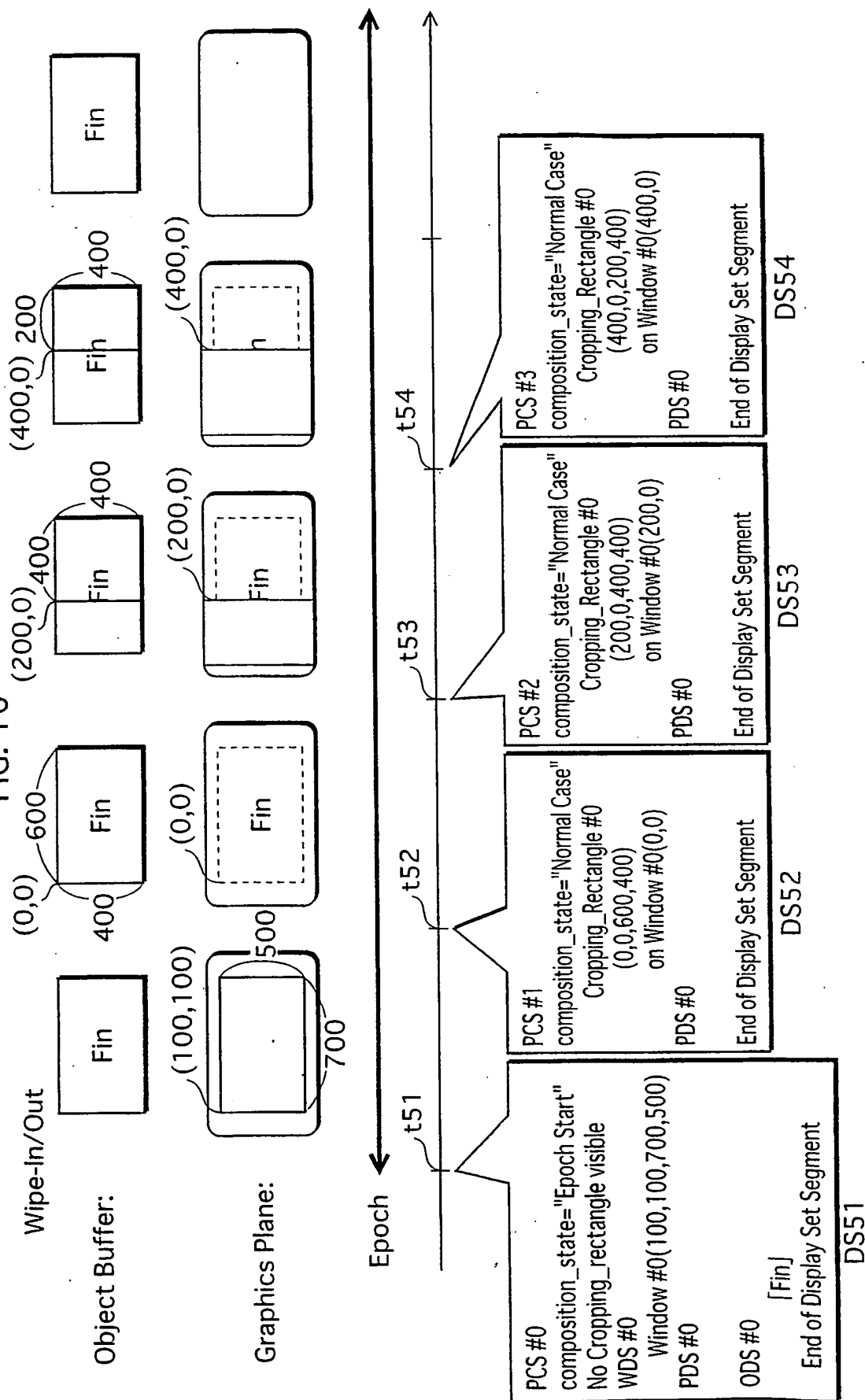
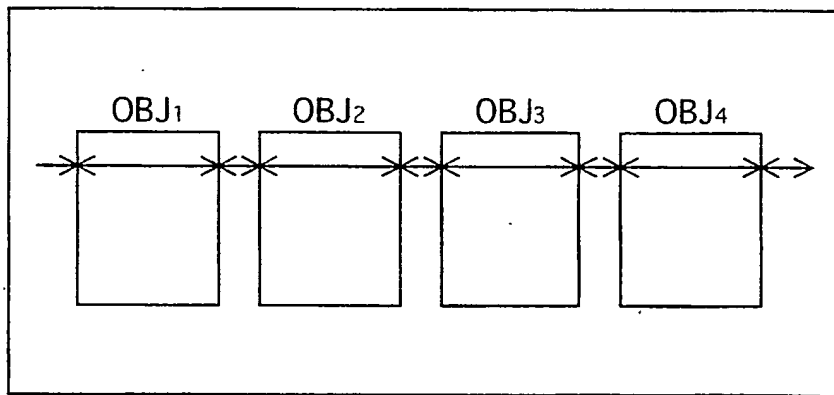
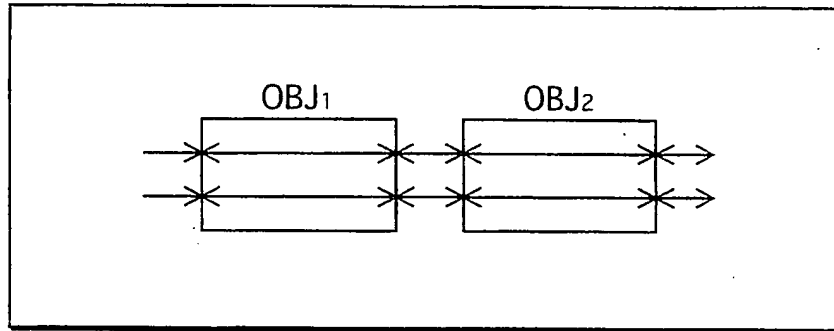


FIG. 17

OBJECT BUFFER



X: EDGE

FIG. 18

$$PTS(DSn[PCS]) \geq DTS(DSn[PCS]) + DECODEDURATION(DSn)$$

Where:

- DECODEDURATION(DSn) is calculated as follows:

```

decode_duration = 0 ;
decode_duration += PLANEINITIALIZATIONTIME( DSn ) ;
if( DSn.PCS.num_of_objects == 2 )
{
    decode_duration += WAIT( DSn, DSn.PCS.OBJ[0], decode_duration ) ;
    if( DSn.PCS.OBJ[0].window_id == DSn.PCS.OBJ[1].window_id )
    {
        decode_duration += WAIT( DSn, DSn.PCS.OBJ[1], decode_duration ) ;
        decode_duration += 90000*( SIZE( DSn.PCS.OBJ[0].window_id )//256*106 ) ;
    }
    else
    {
        decode_duration += 90000*( SIZE( DSn.PCS.OBJ[0].window_id )//256*106 ) ;
        decode_duration += WAIT( DSn, DSn.PCS.OBJ[1], decode_duration ) ;
        decode_duration += 90000*( SIZE( DSn.PCS.OBJ[1].window_id )//256*106 ) ;
    }
}
else if( DSn.PCS.num_of_objects == 1 )
{
    decode_duration += WAIT( DSn, DSn.PCS.OBJ[0], decode_duration ) ;
    decode_duration += 90000*( SIZE( DSn.PCS.OBJ[0].window_id )//256*106 ) ;
}
return decode_duration ;

```

- PLANEINITIALIZATIONTIME(DSn) is calculated as follows:

```

initialize_duration=0 ;
if( DSn.PCS.composition_state== EPOCH_START )
{
    initialize_duration = 90000*( 8*video_width*video_height//256*106 ) ;
}
else
{
    for( i=0 ; i < WDS.num_windows ; i++ )
    {
        if( EMPTY(DSn.WDS.WIN[i],DSn) )
            initialize_duration += 90000*( SIZE( DSn.WDS.WIN[i] )//256*106 ) ;
    }
}
return initialize_duration ;

```

- WAIT(DSn, OBJ, current_duration) is calculated as follows:

```

wait_duration = 0 ;
if( EXISTS( OBJ.object_id, DSn ) )
{
    object_definition_ready_time = PTS( GET( OBJ.object_id, DSn ) ) ;
    current_time = DTS( DSn.PCS )+current_duration ;
    if( current_time < object_definition_ready_time )
        wait_duration += object_definition_ready_time - current_time ;
}
return wait_duration ;

```

FIG. 19

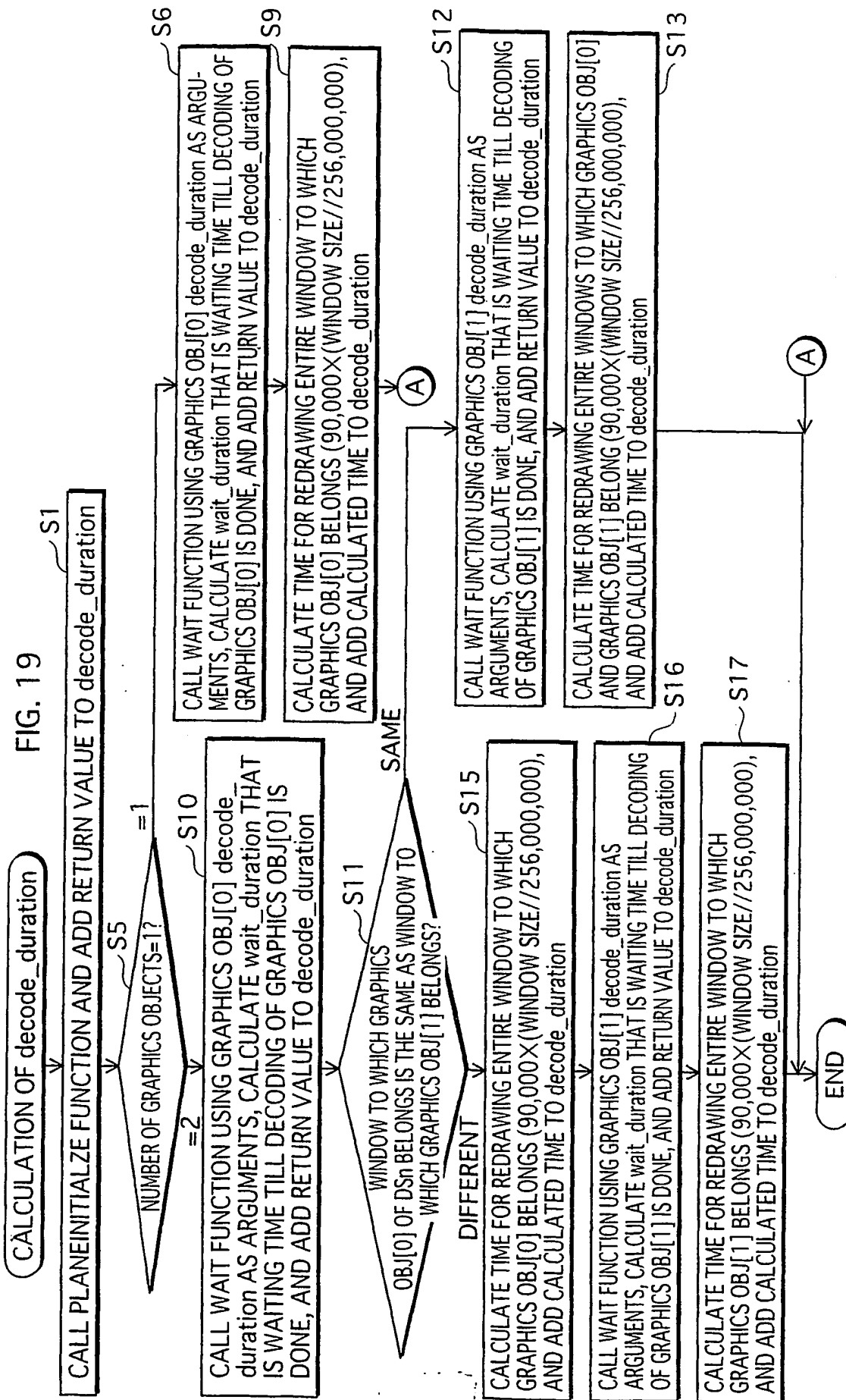


FIG. 20A

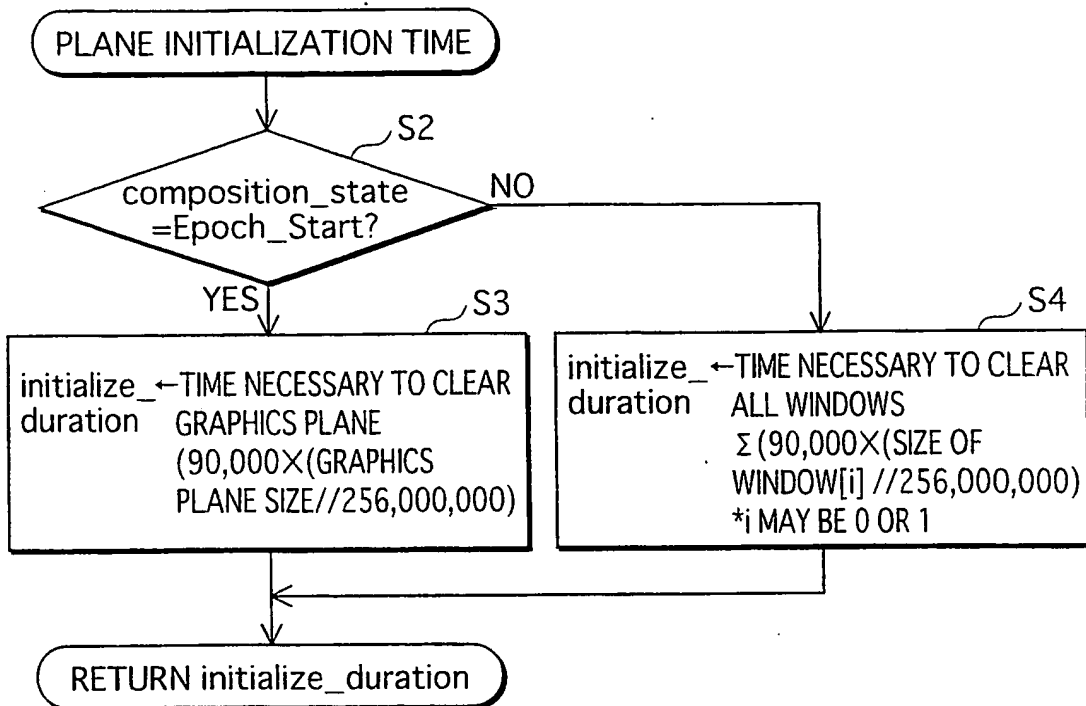


FIG. 20B

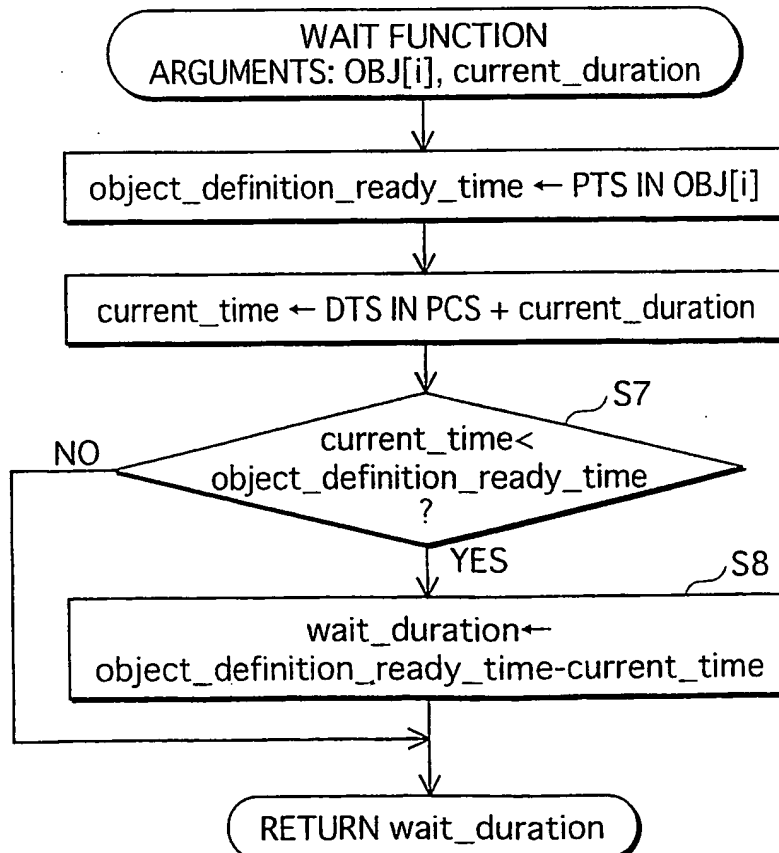


FIG. 21A

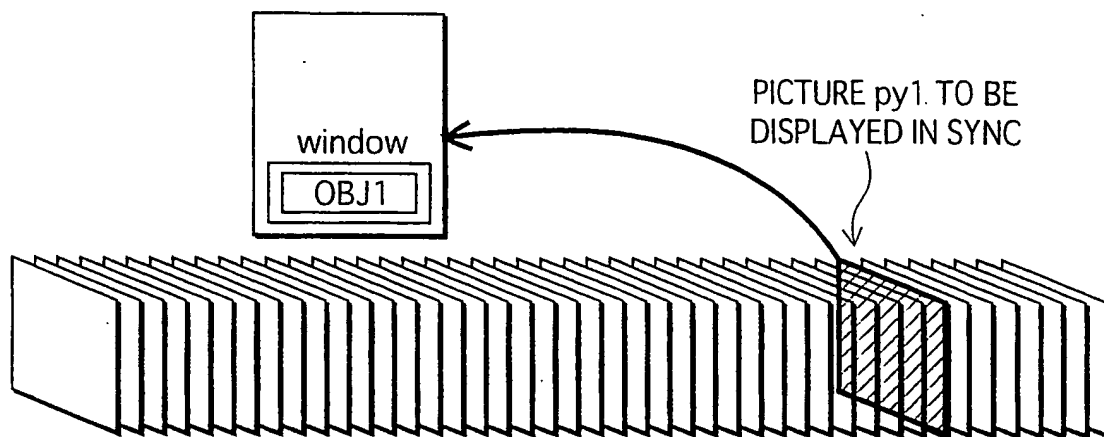


FIG. 21B.

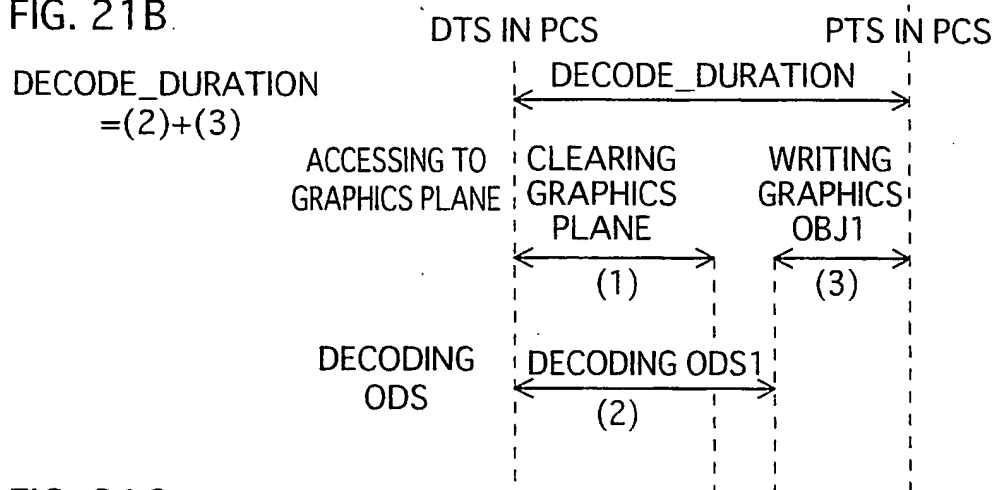


FIG. 21C

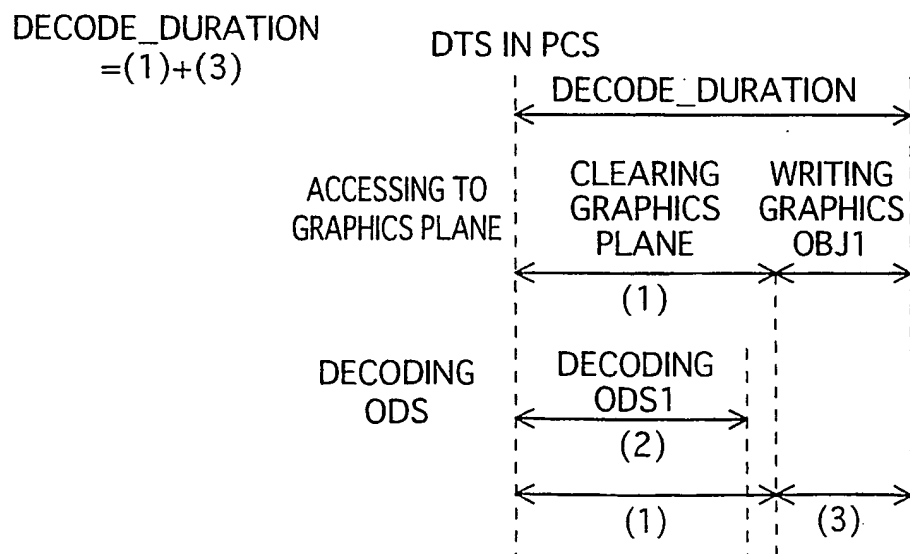


FIG. 22A

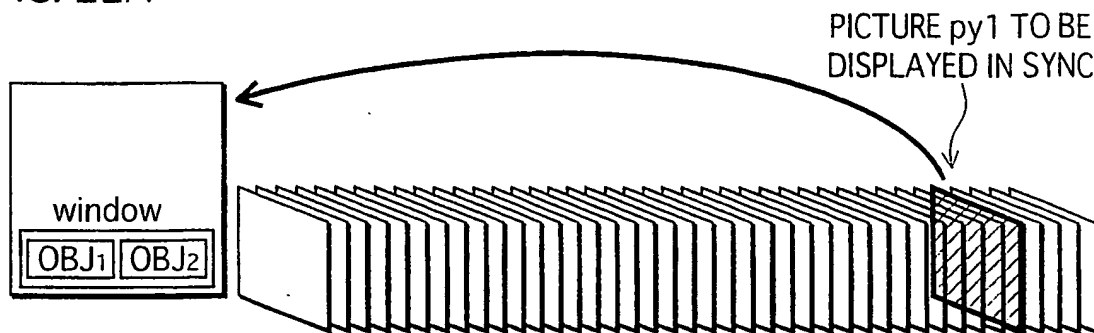


FIG. 22B

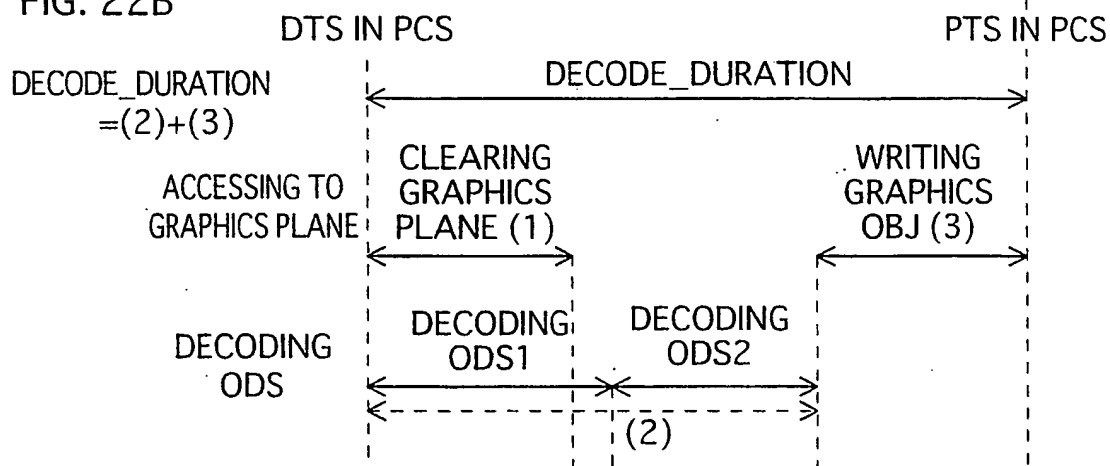
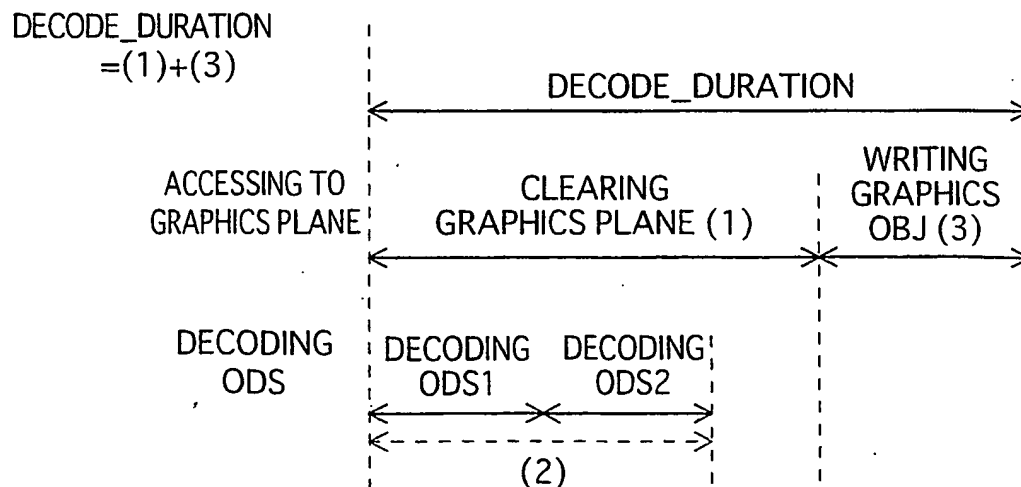


FIG. 22C



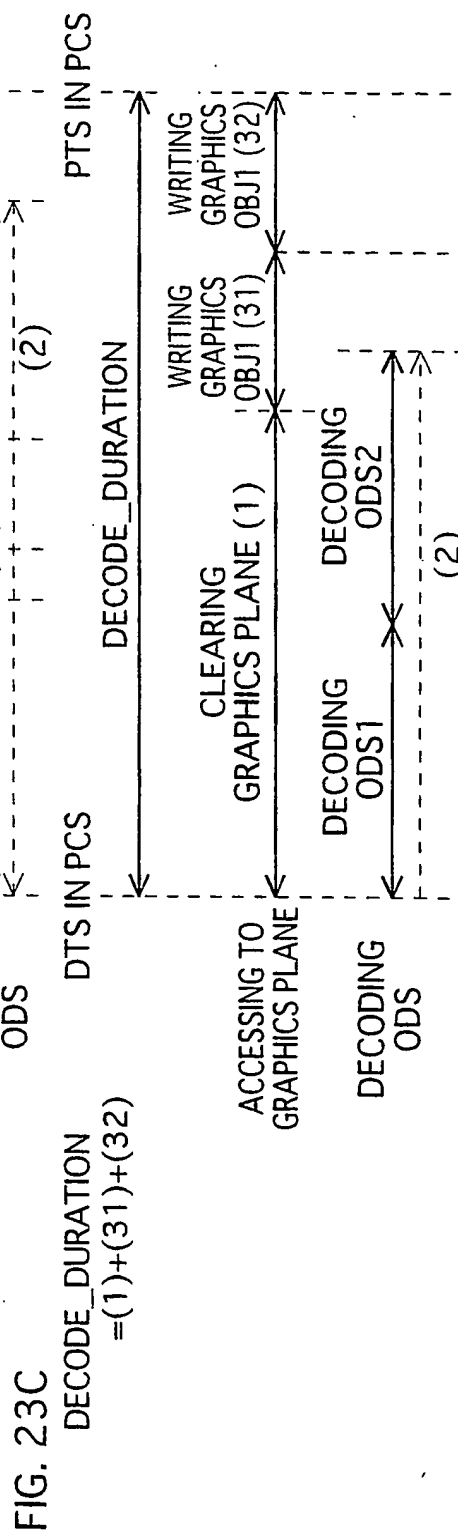
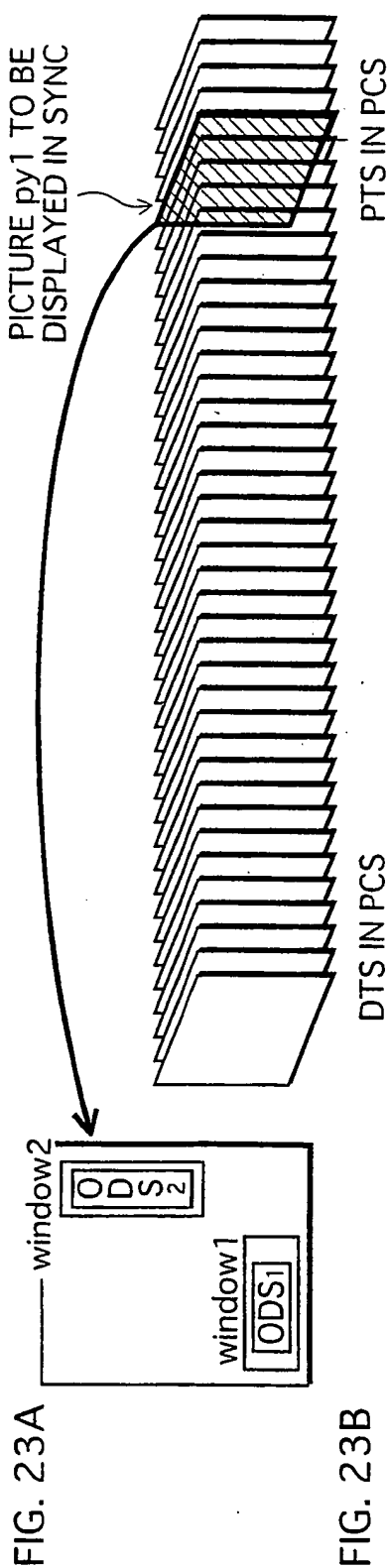


FIG. 24

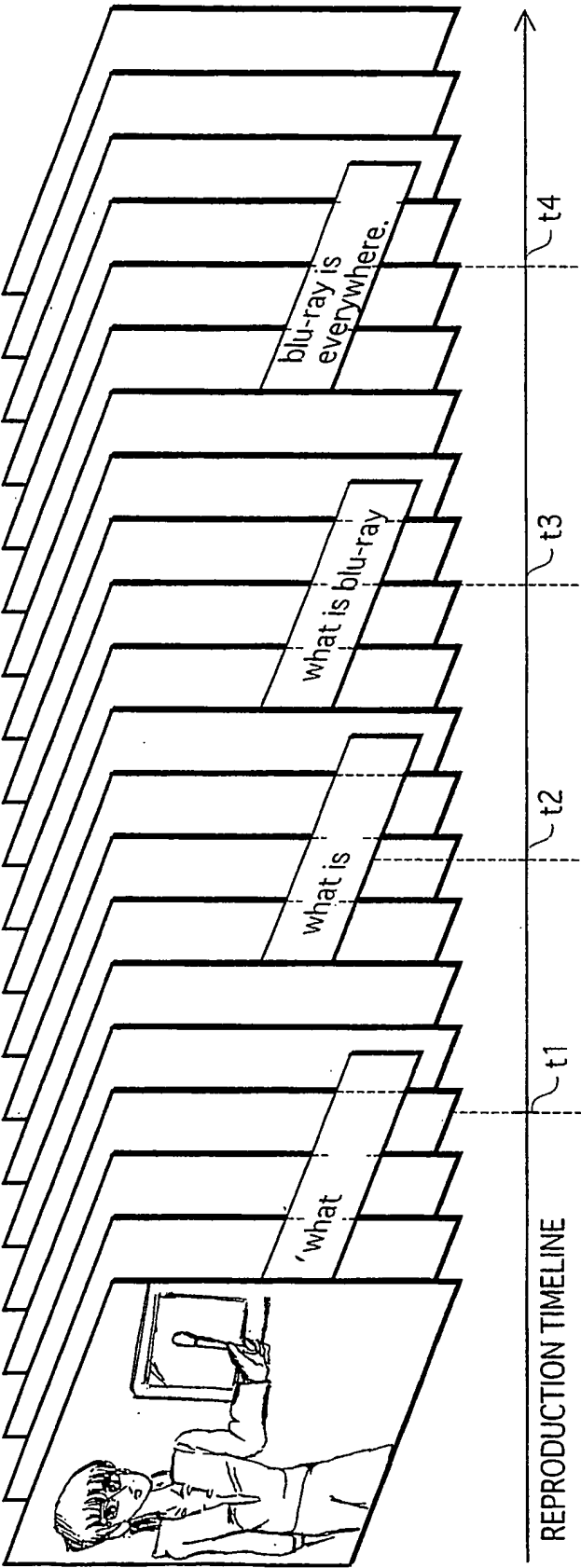


FIG. 25A

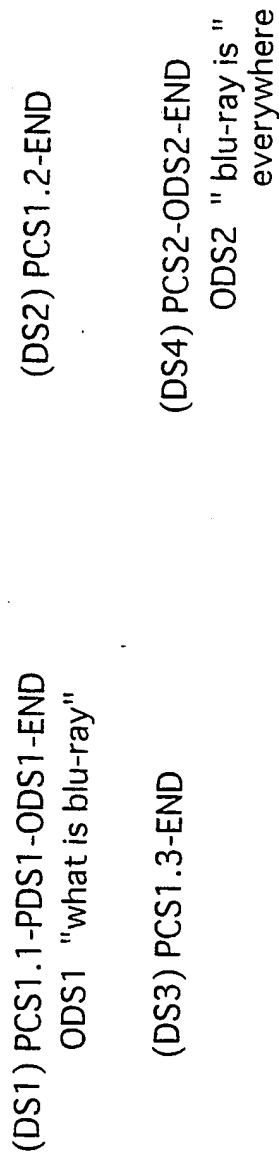


FIG. 25B

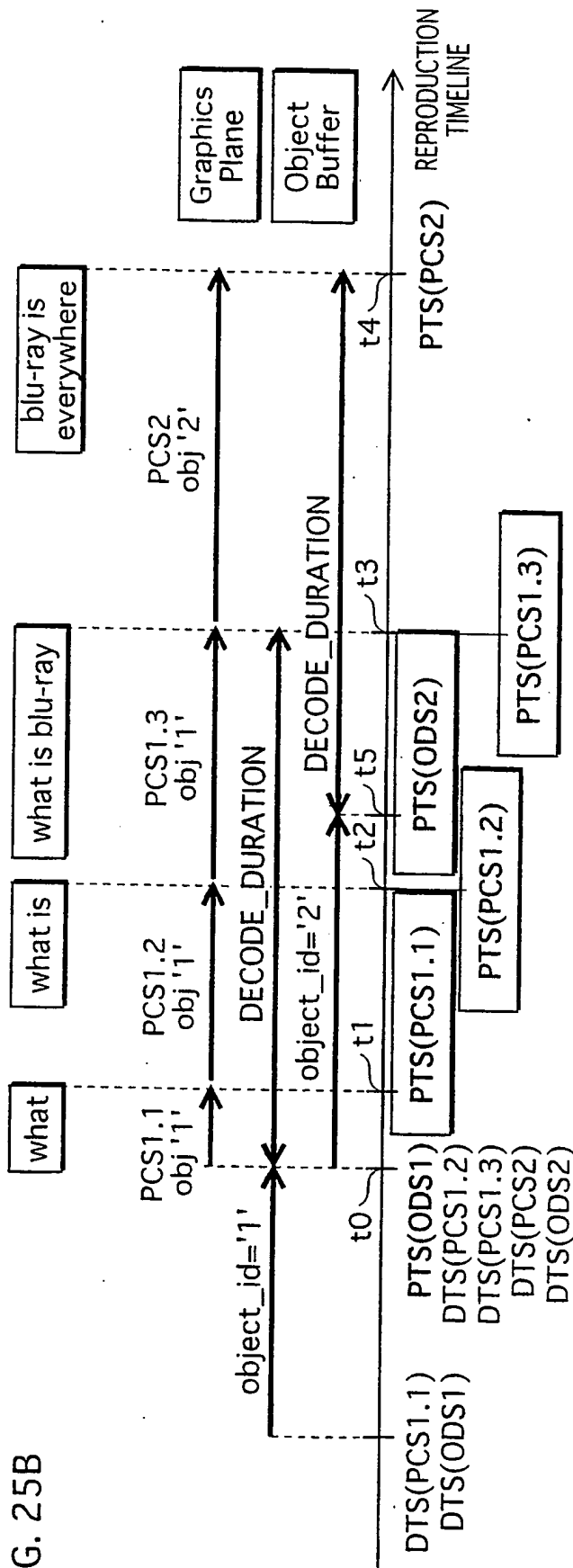


FIG. 26

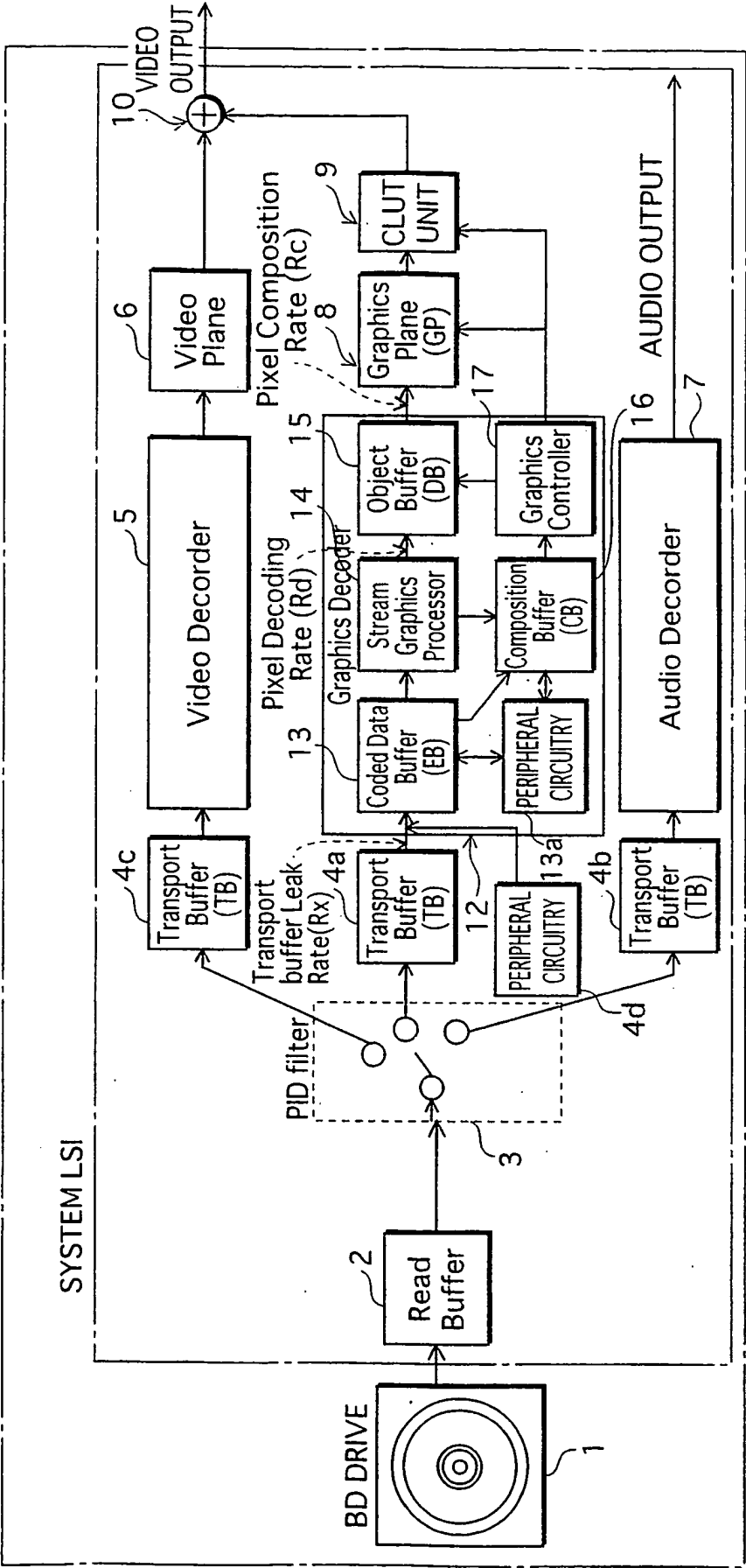


FIG. 27

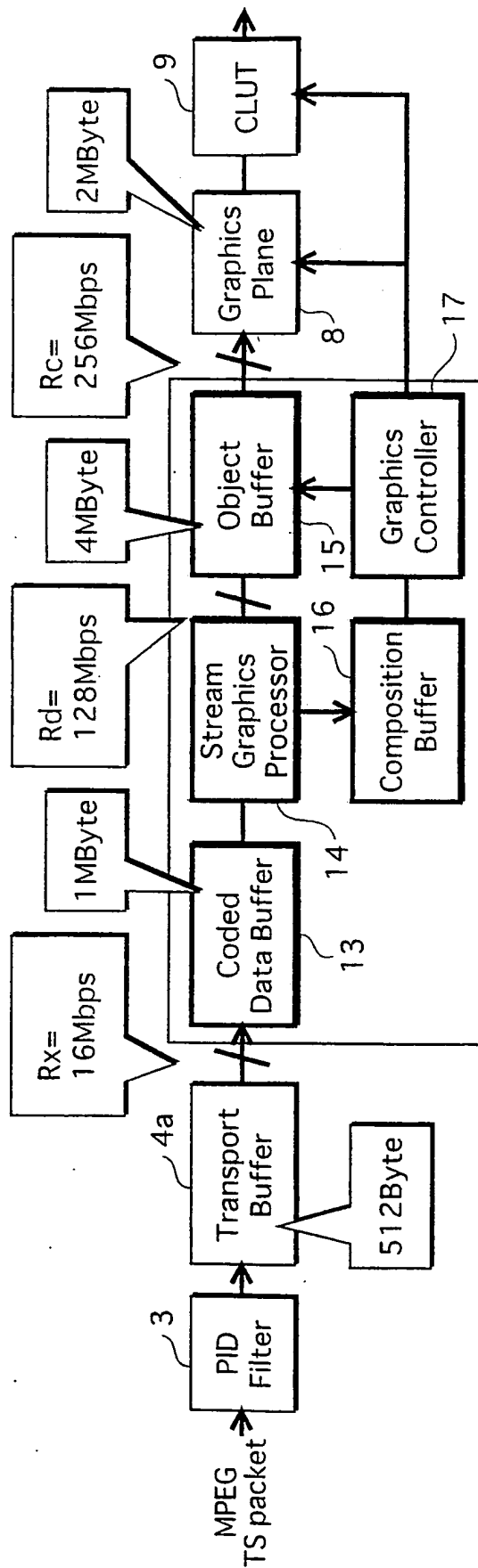


FIG. 28

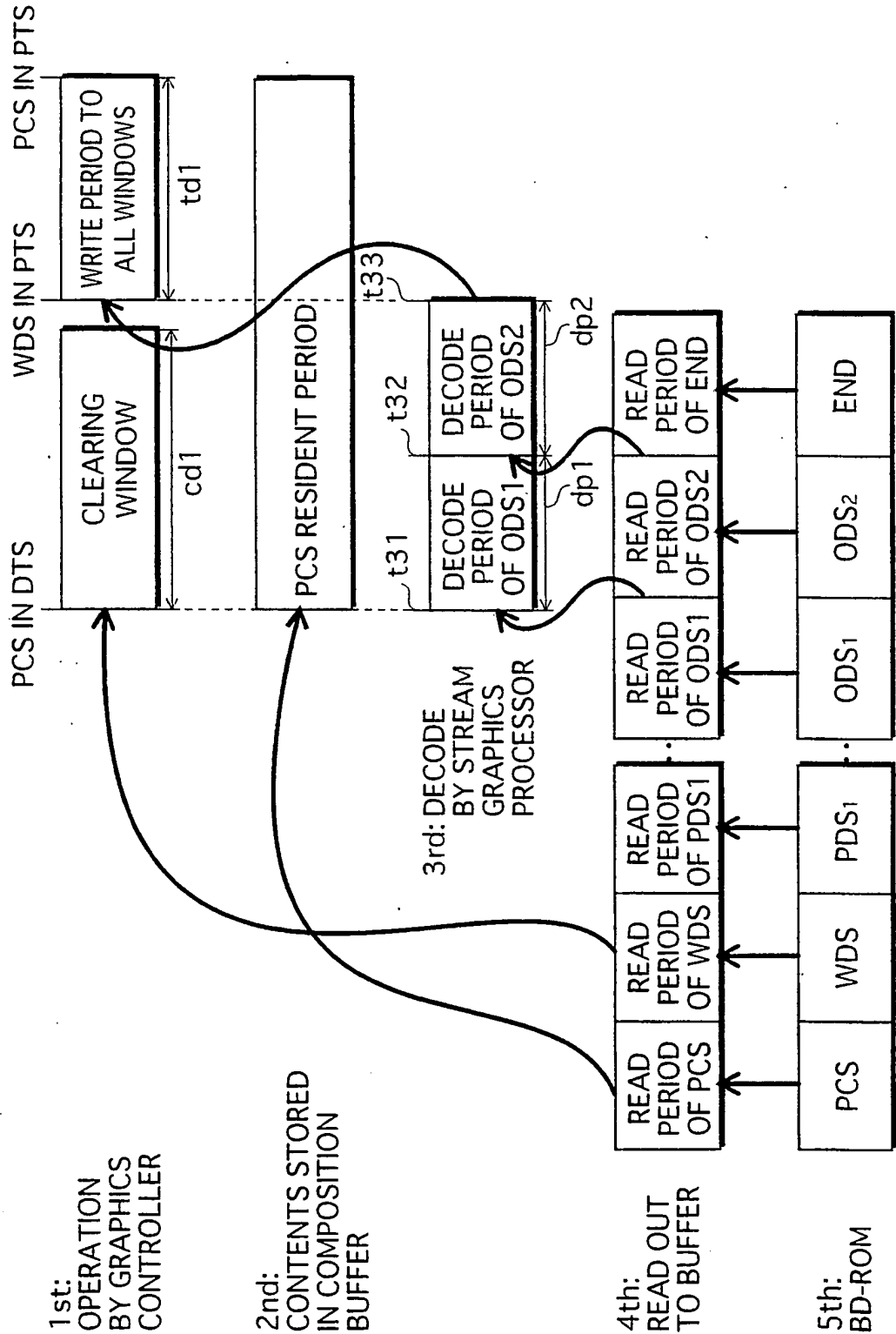
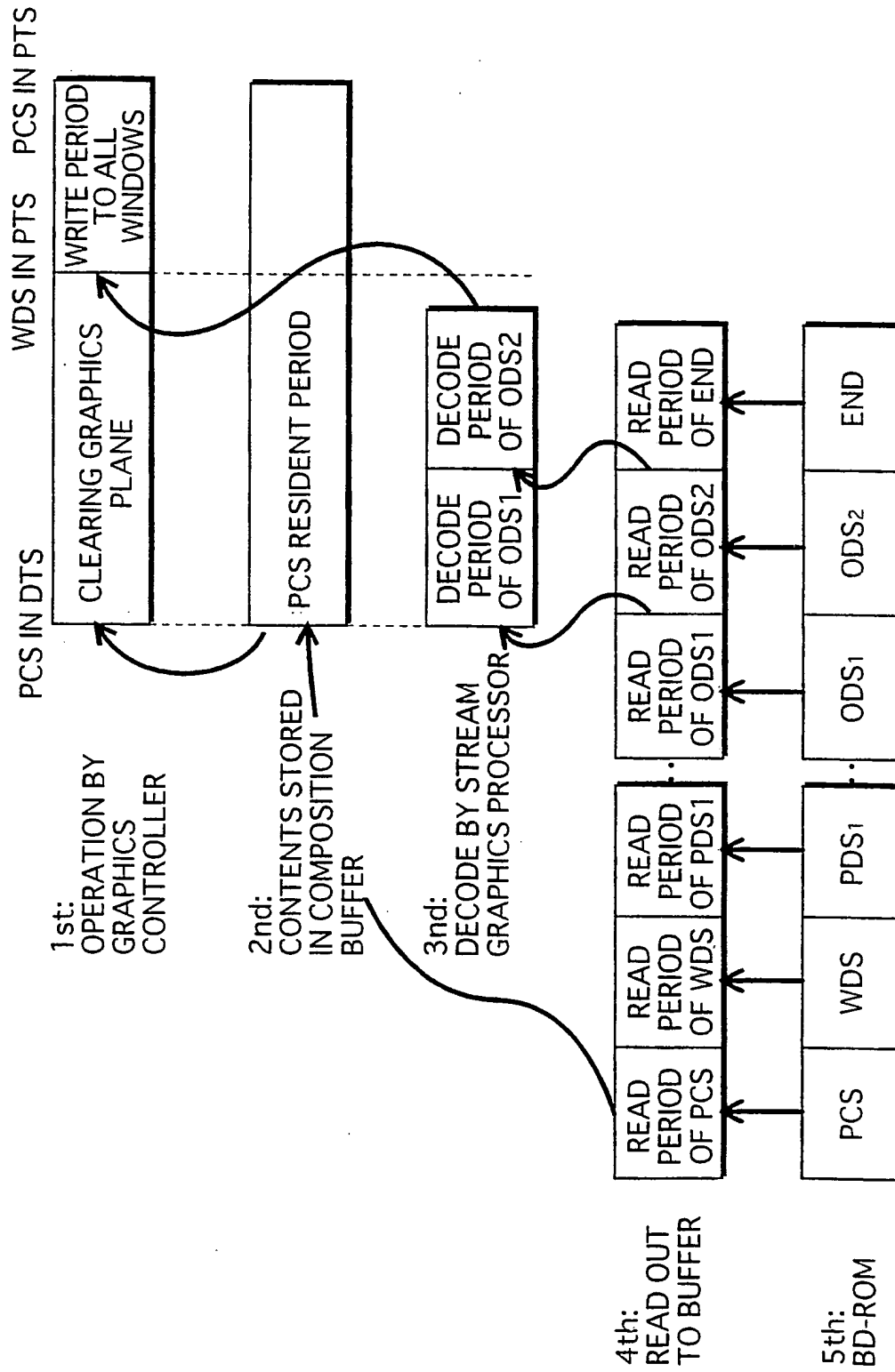


FIG. 29



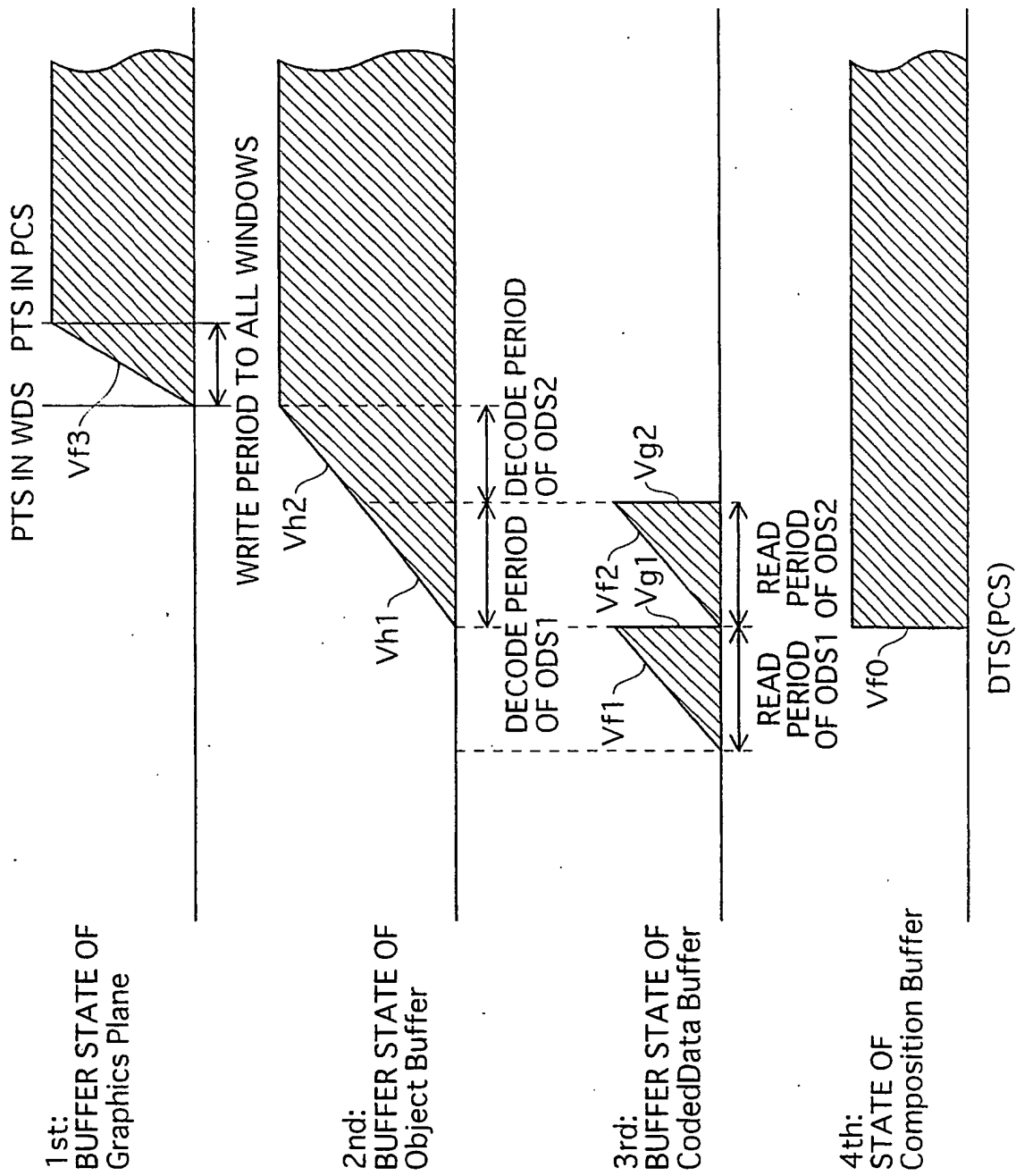


FIG. 31

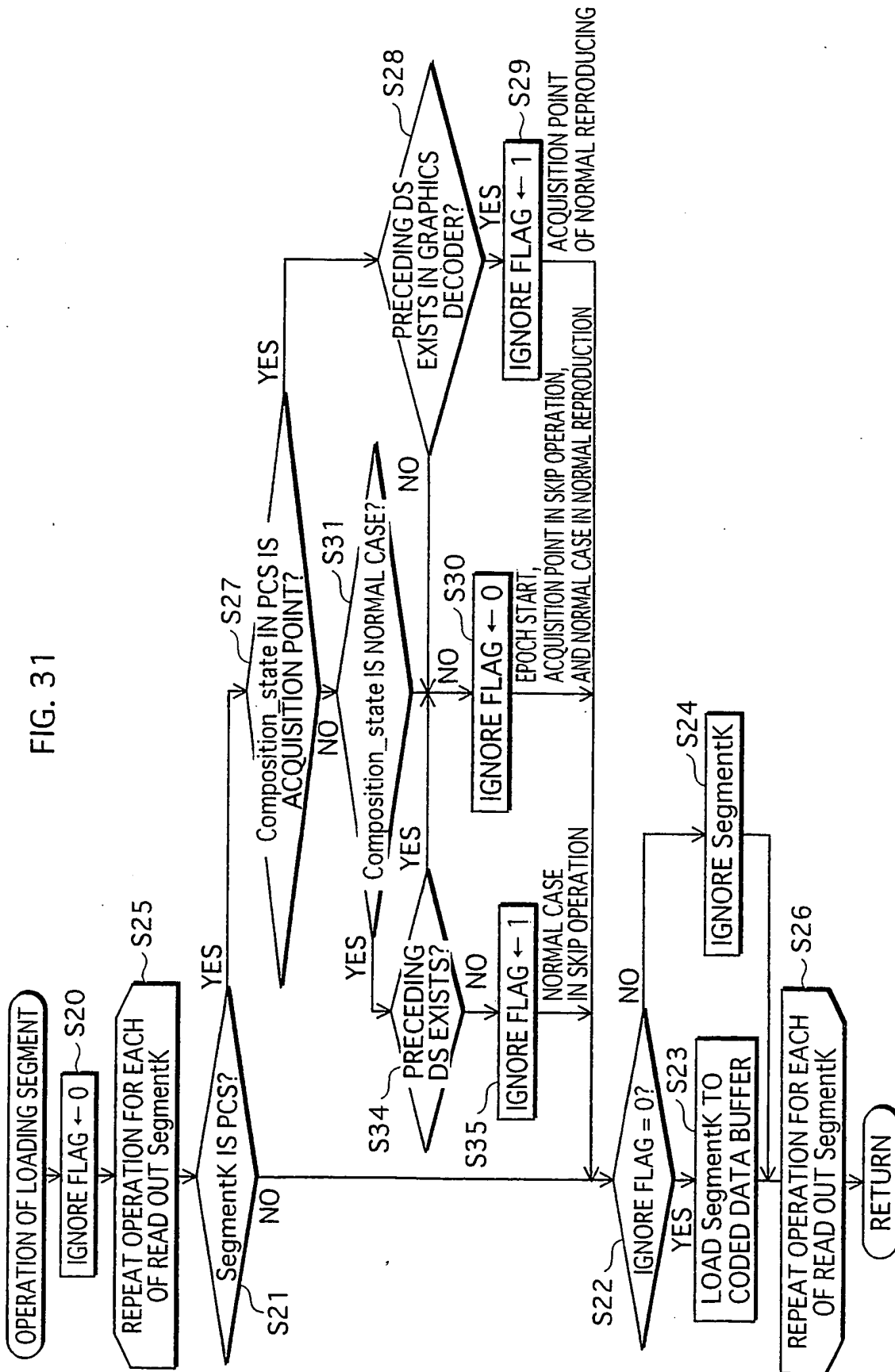


FIG. 32

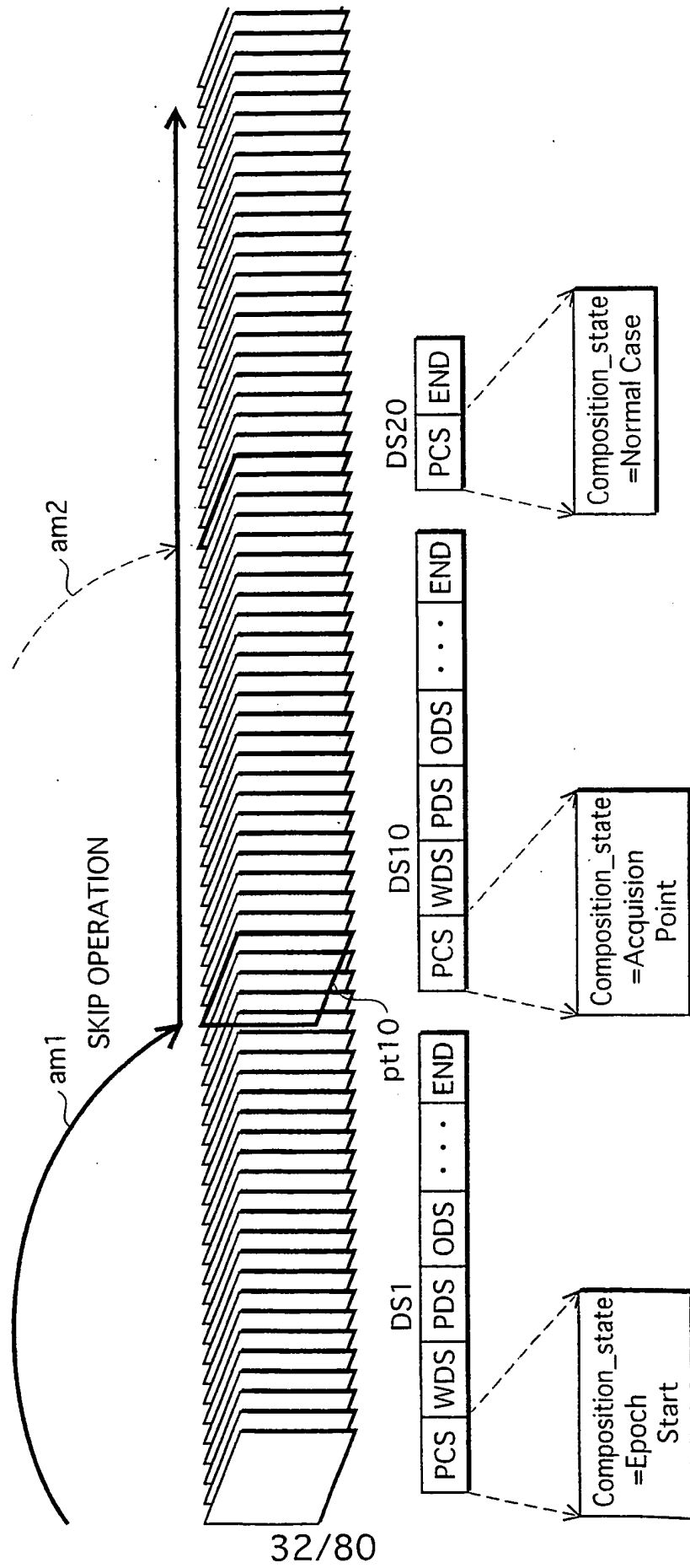


FIG. 33

CODED DATA BUFFER OF REPRODUCING APPARATUS

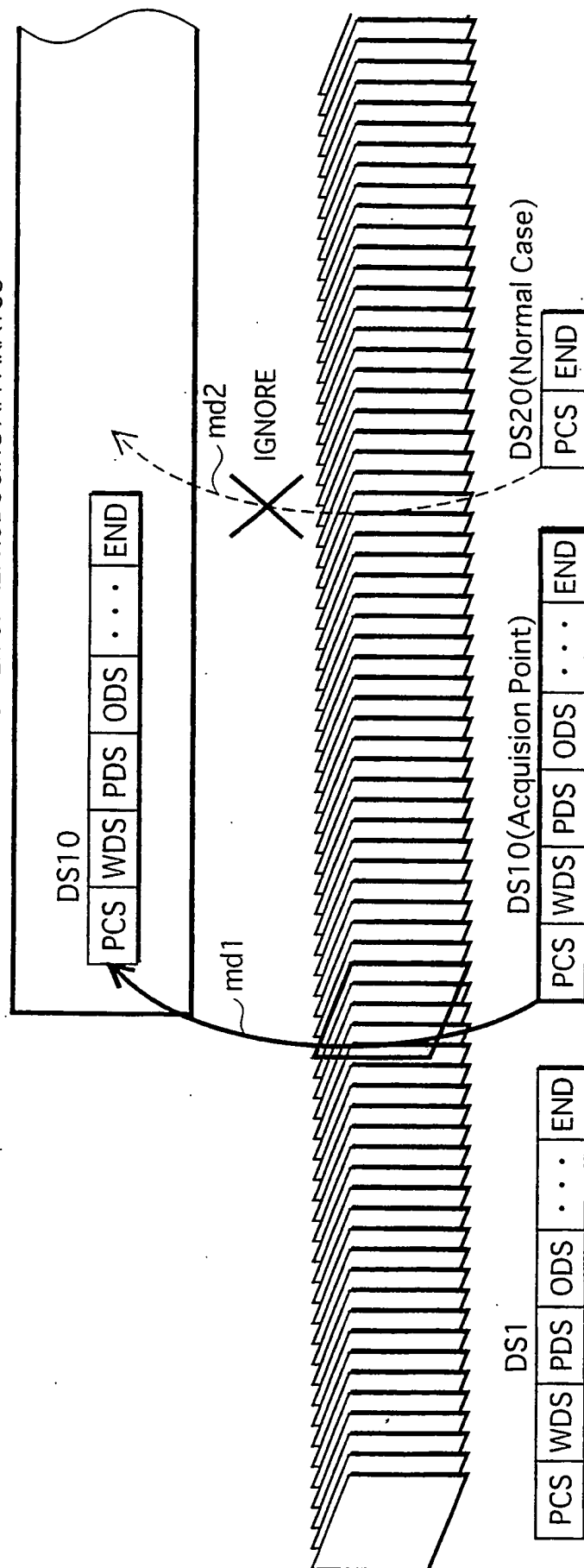


FIG. 34

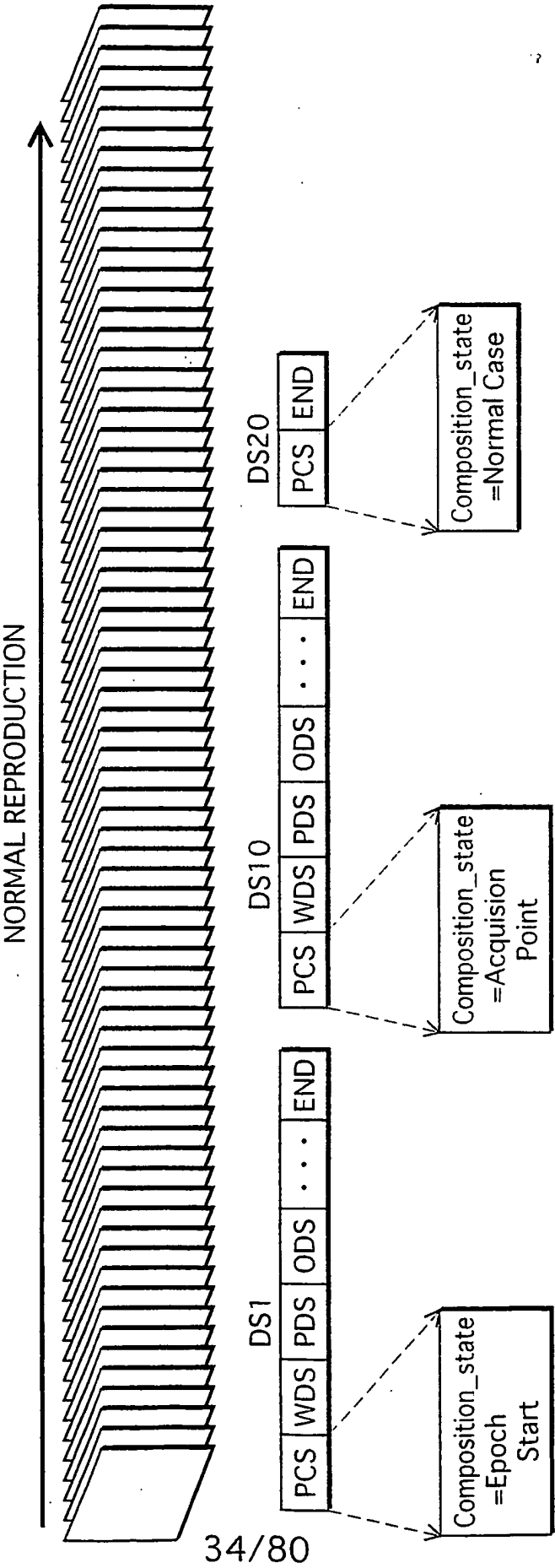


FIG. 35

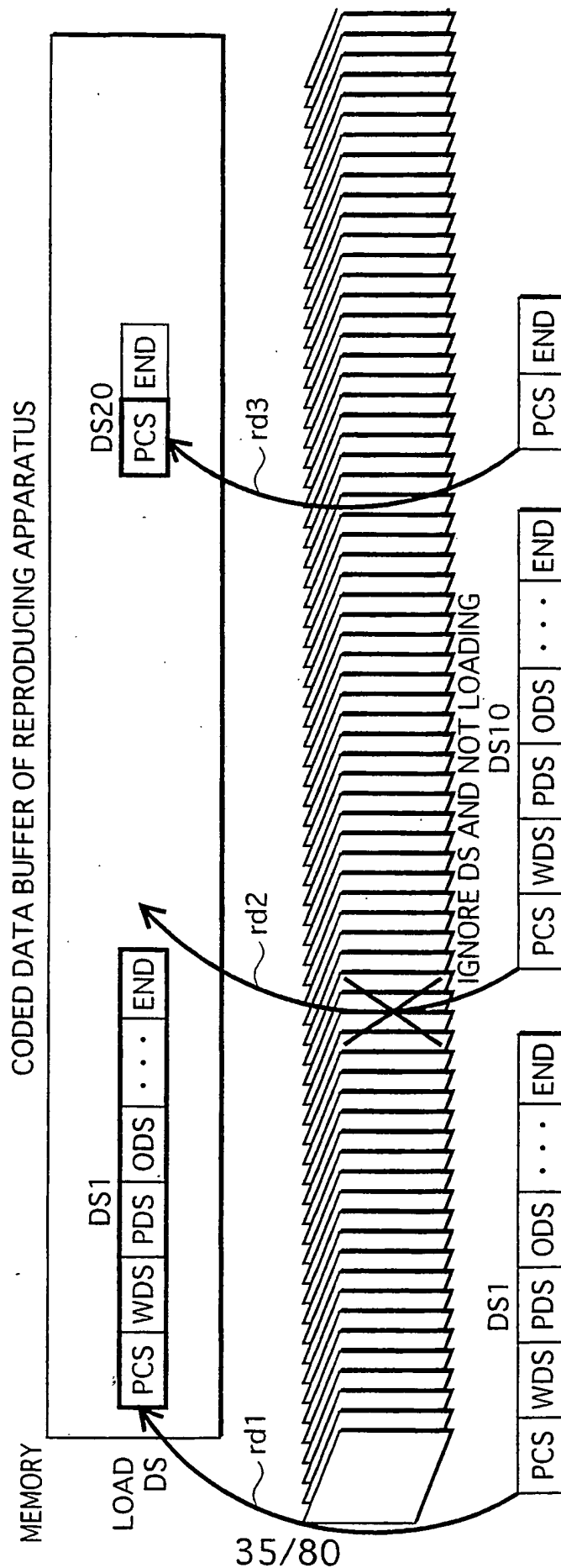


FIG. 36

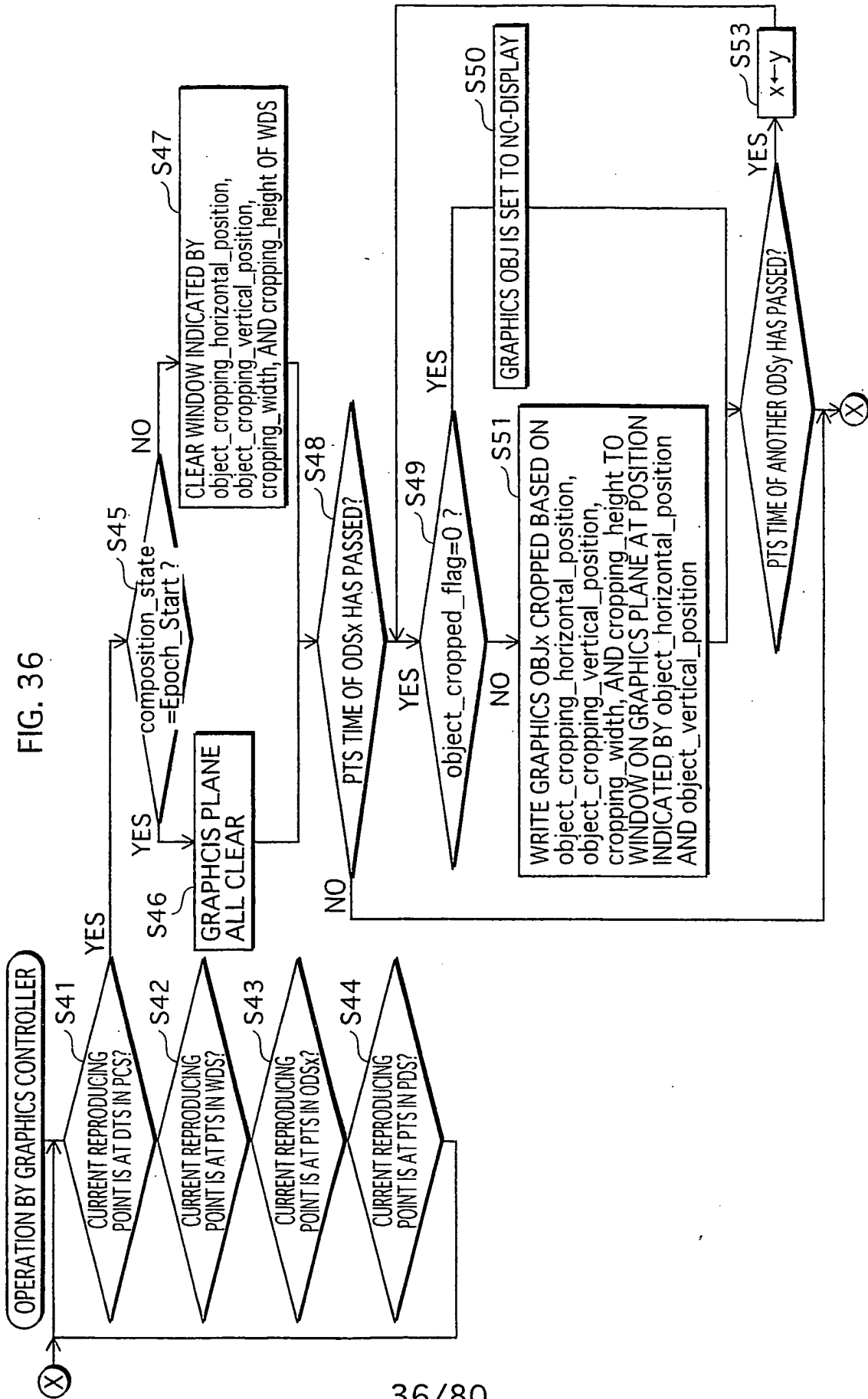


FIG. 37

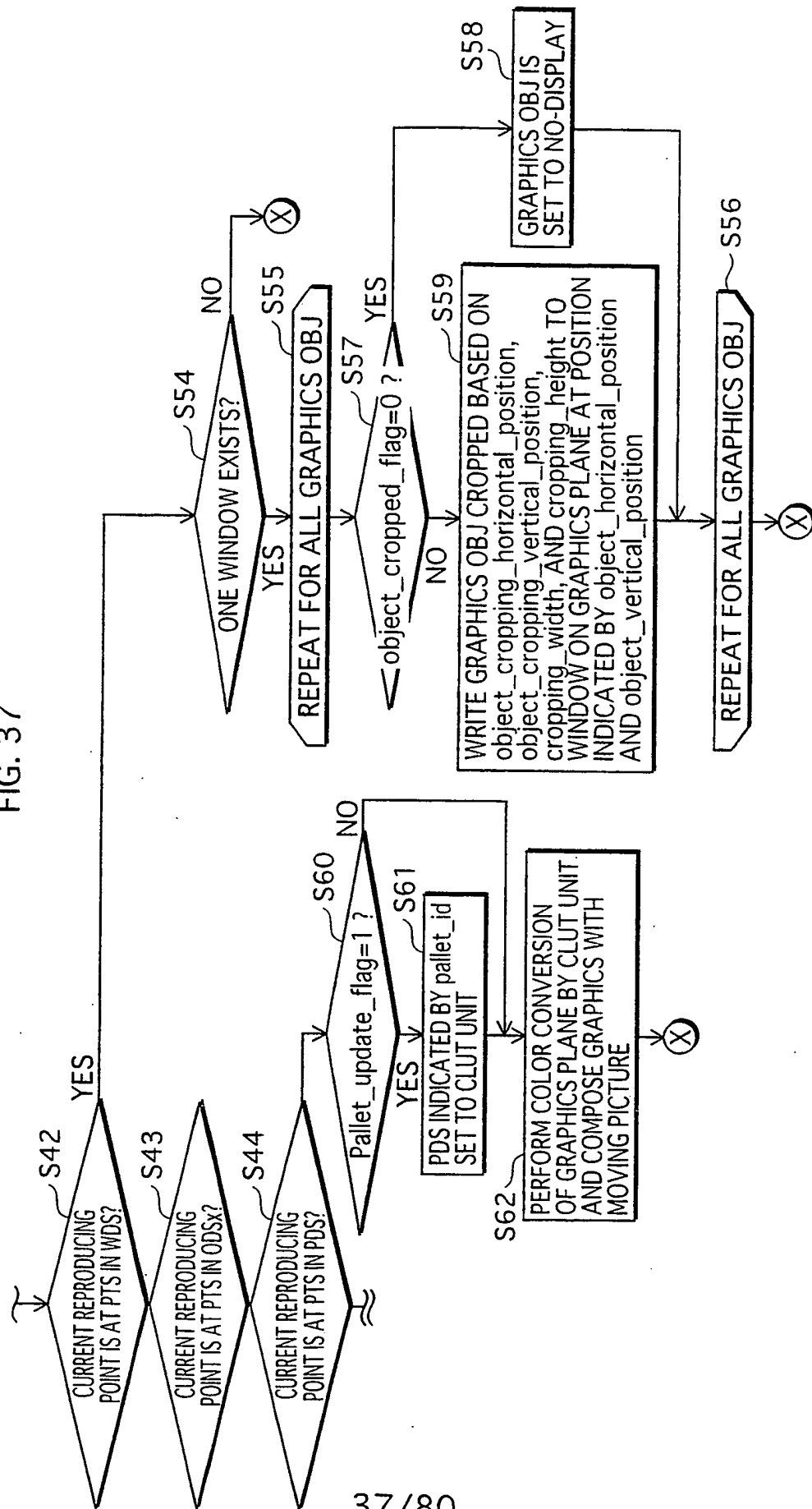


FIG. 38

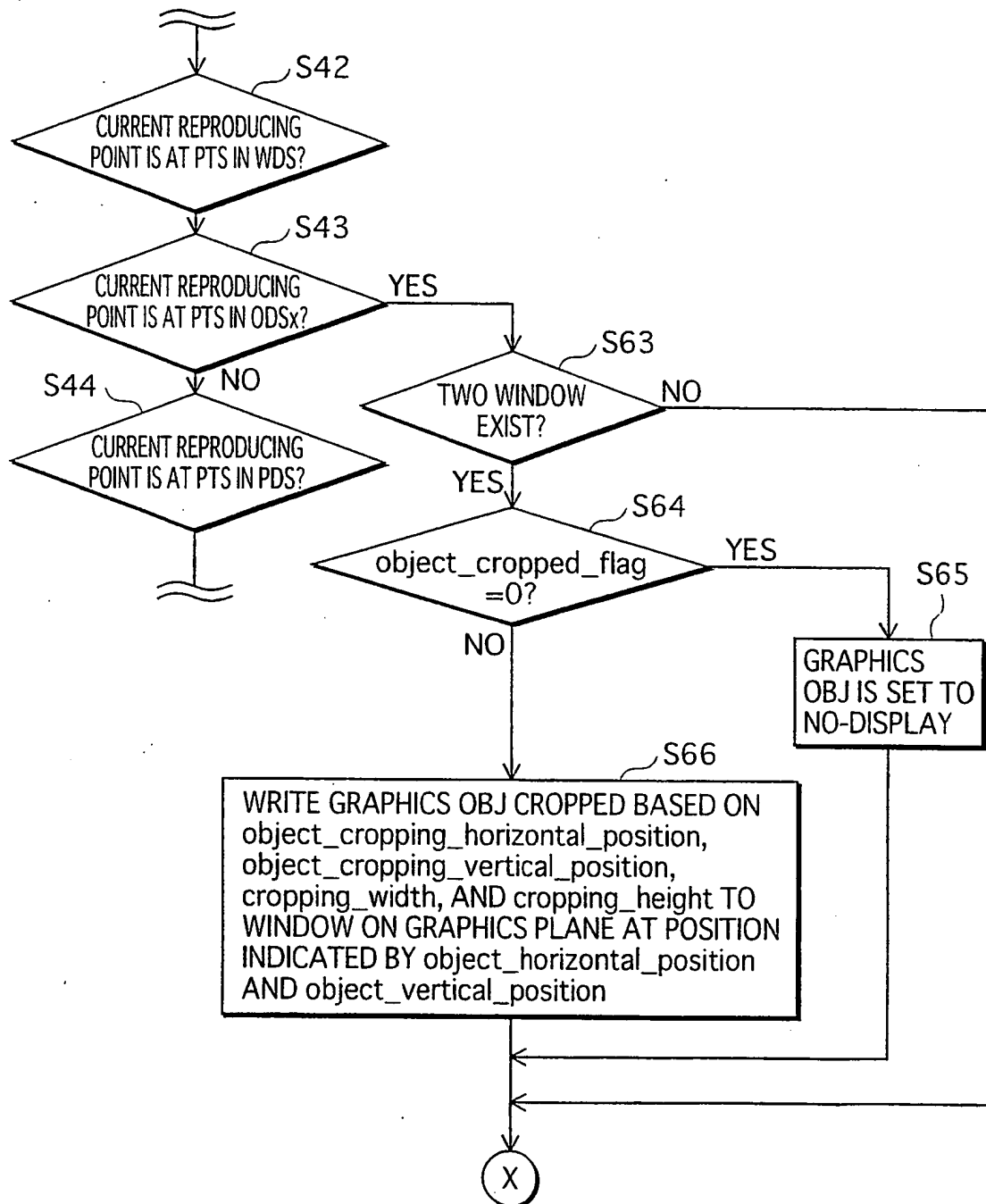


FIG. 39

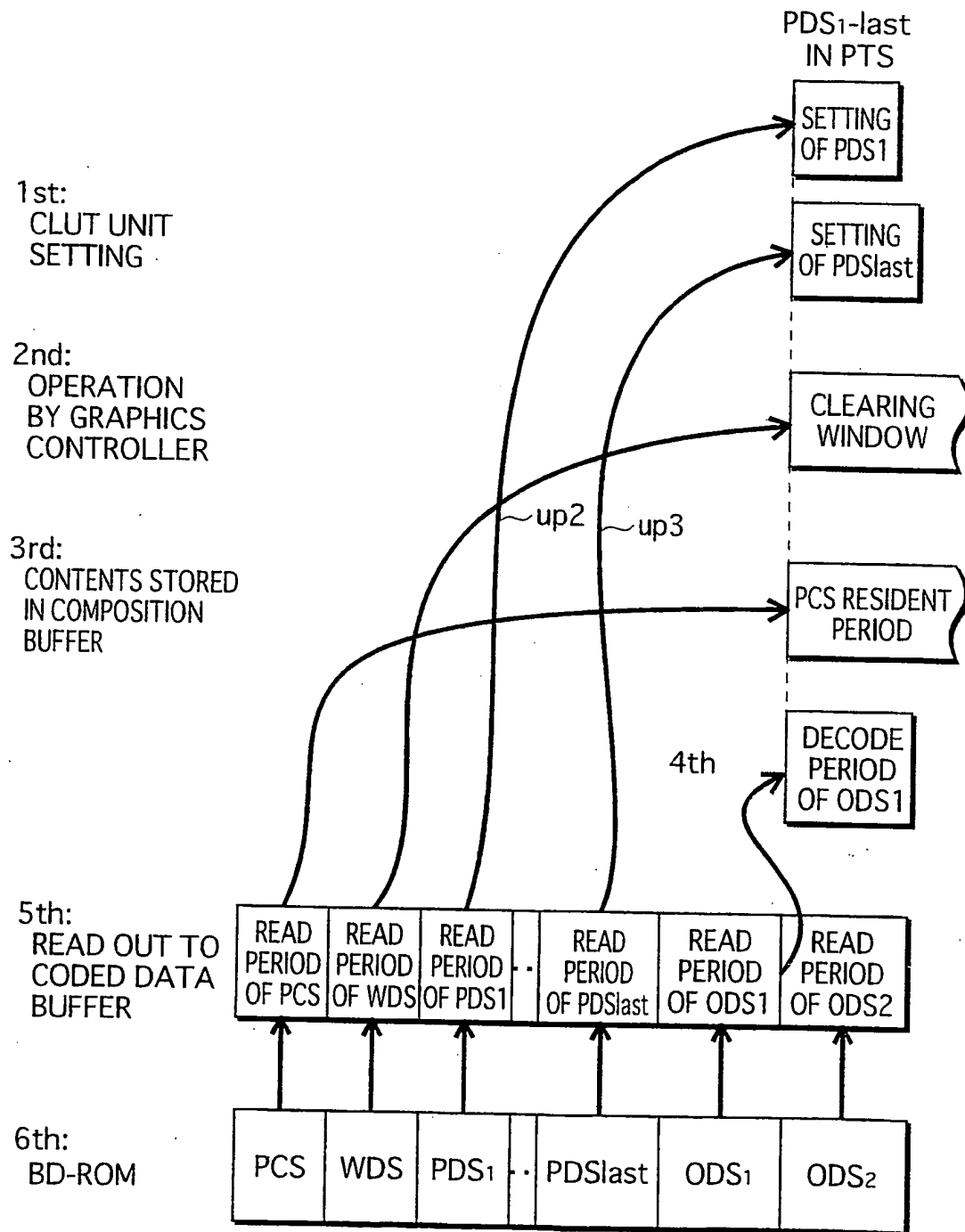


FIG. 40

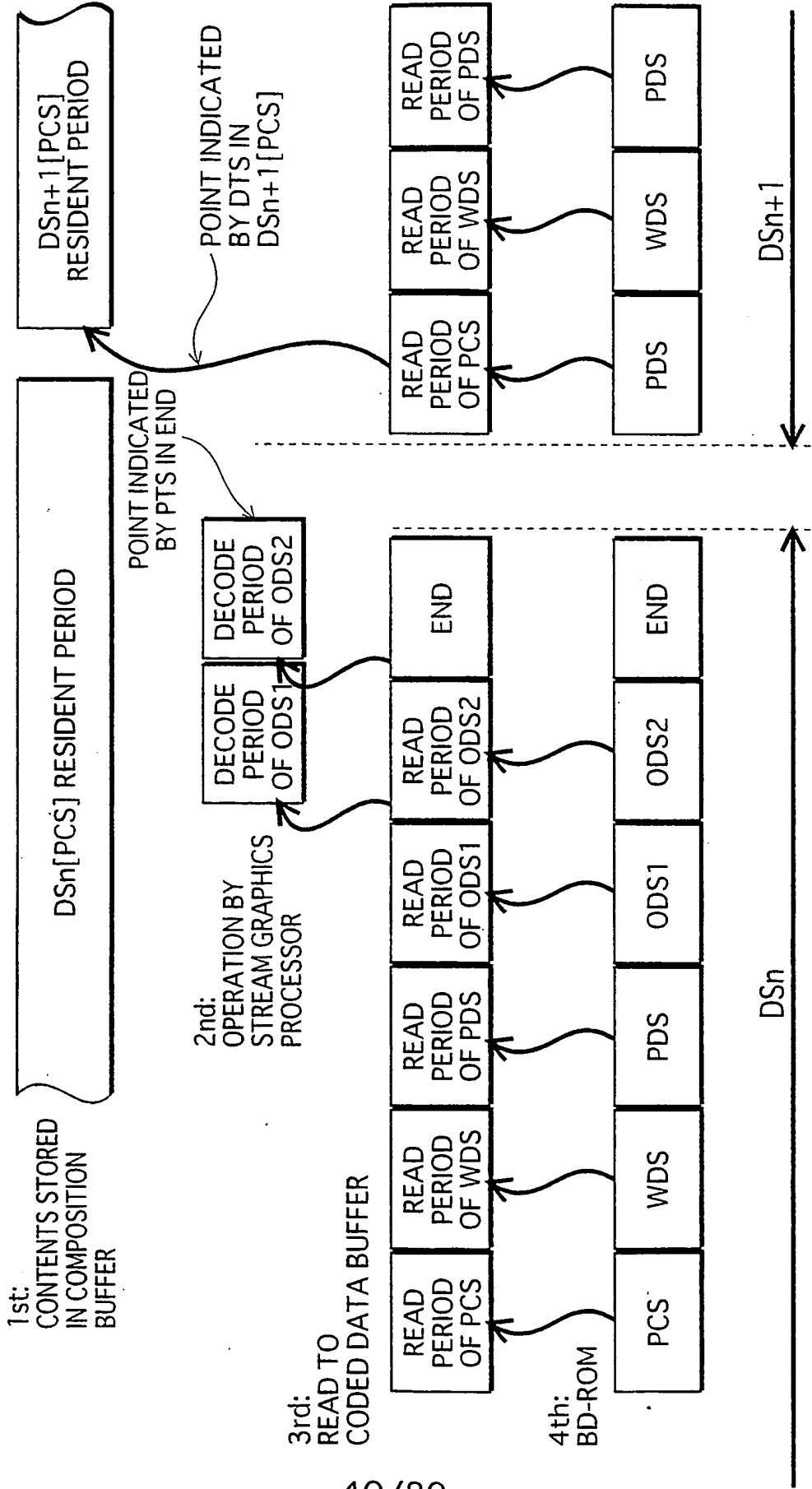


FIG. 41

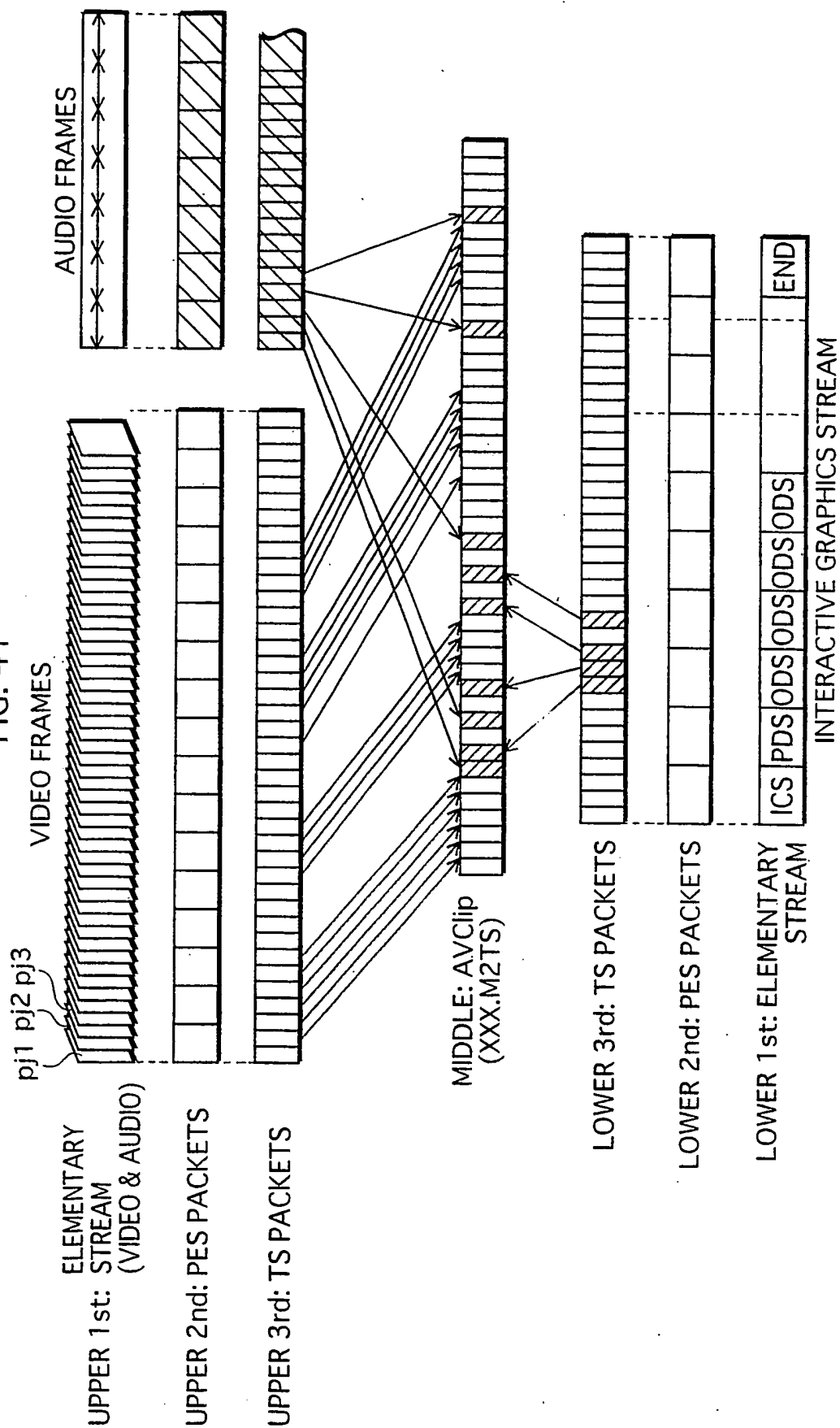


FIG.42A

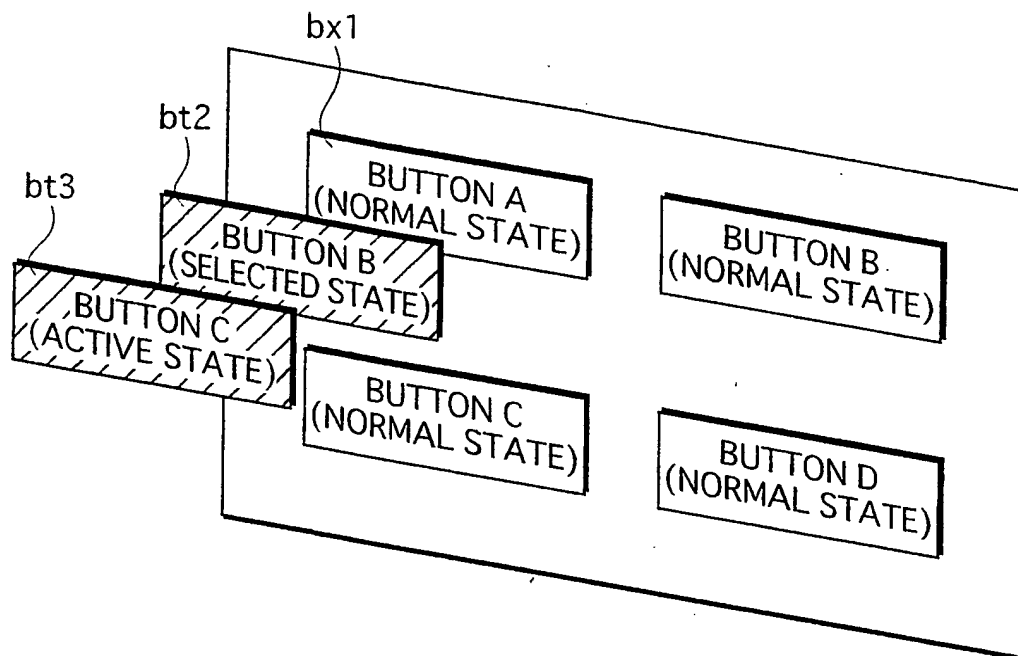


FIG.42B

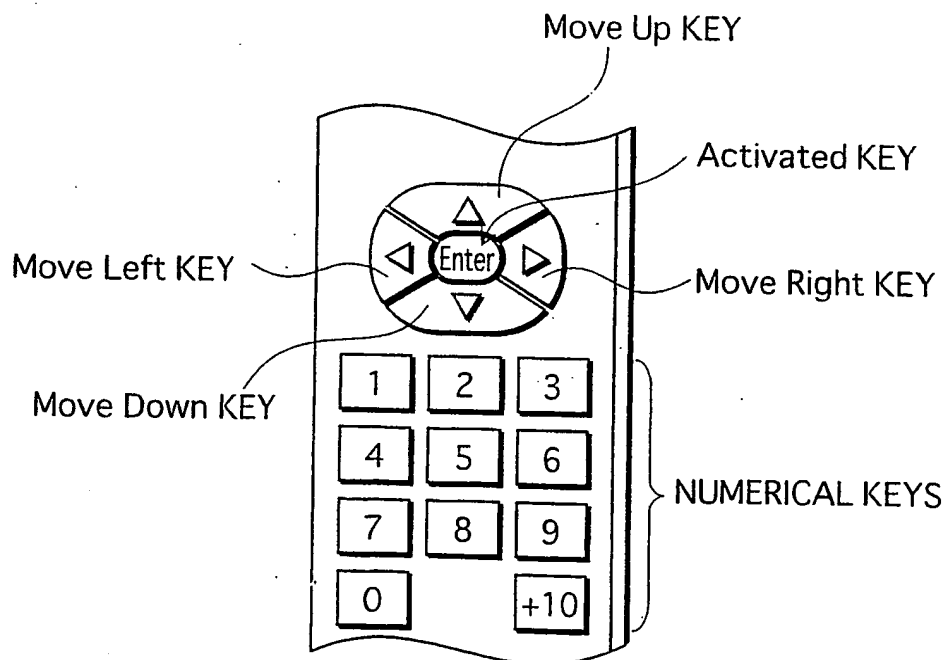
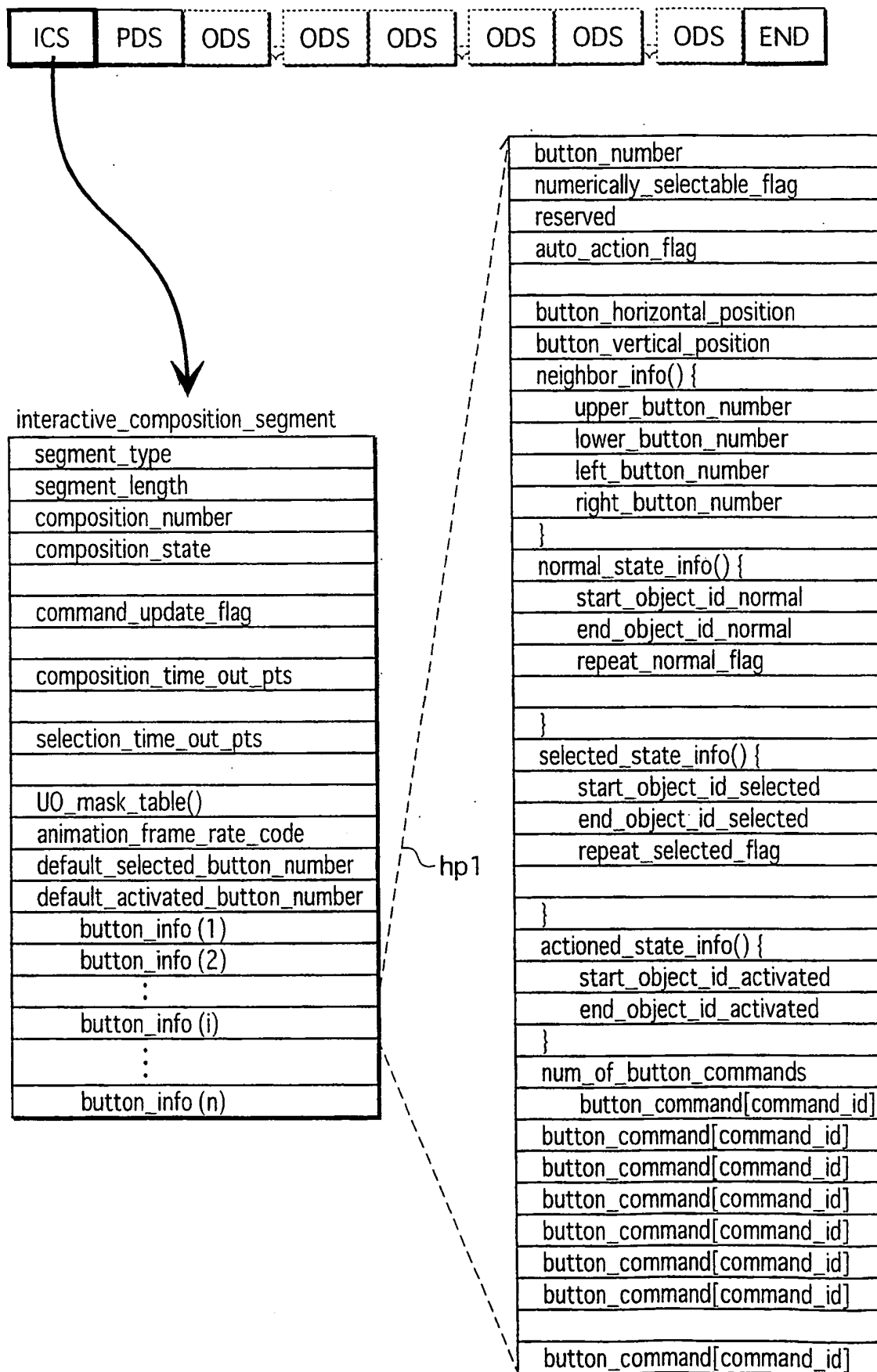
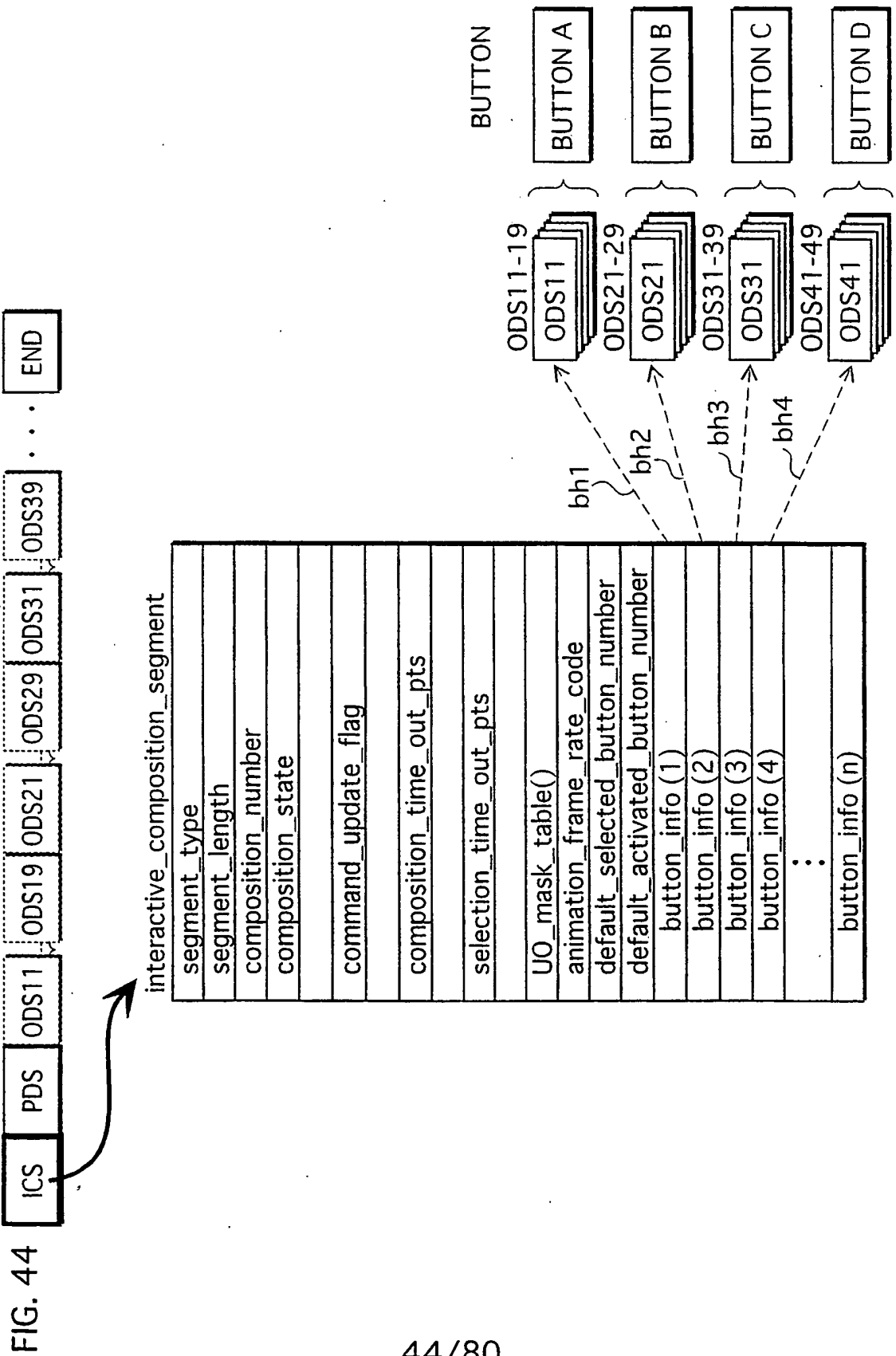


FIG.43





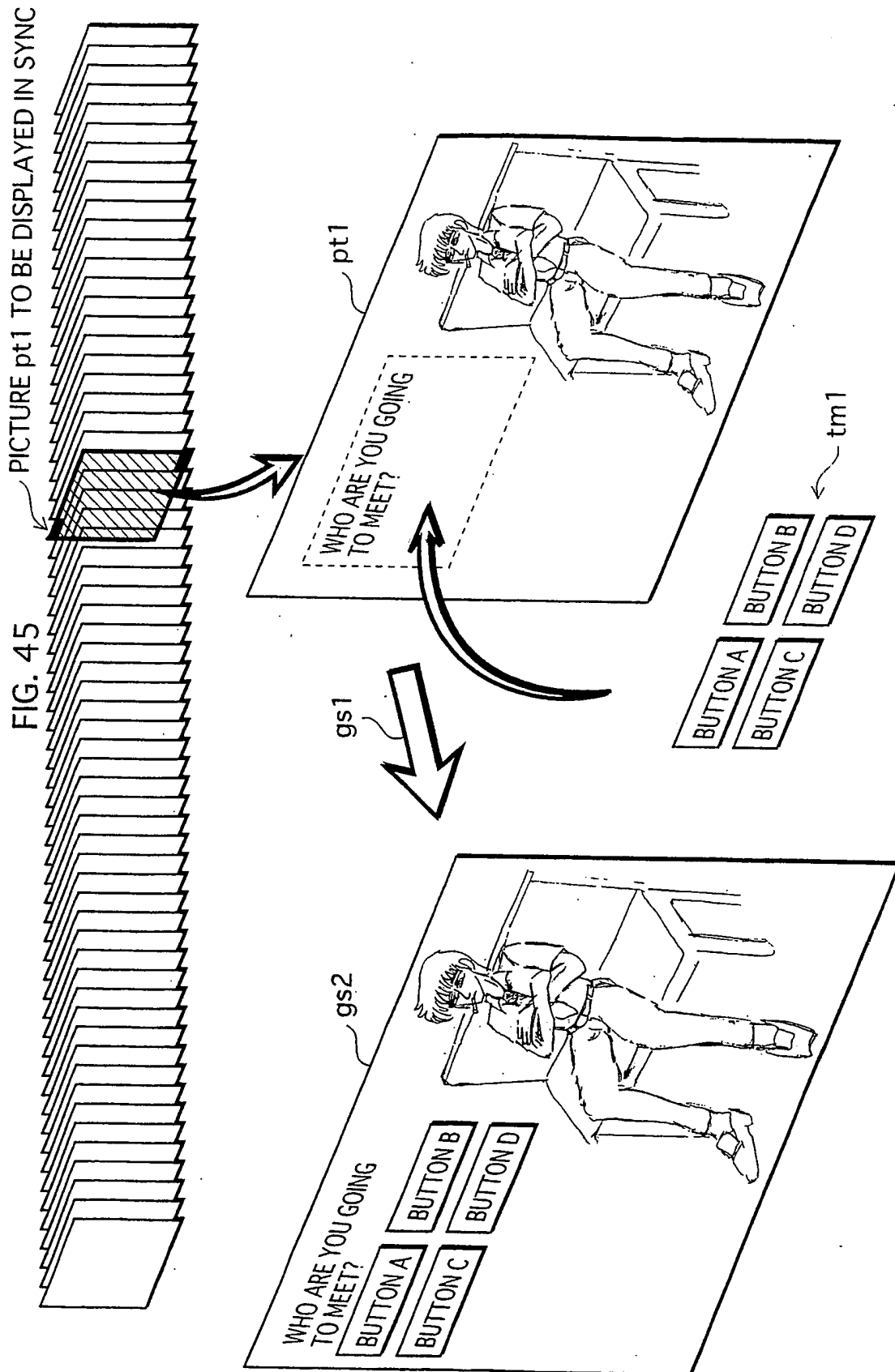
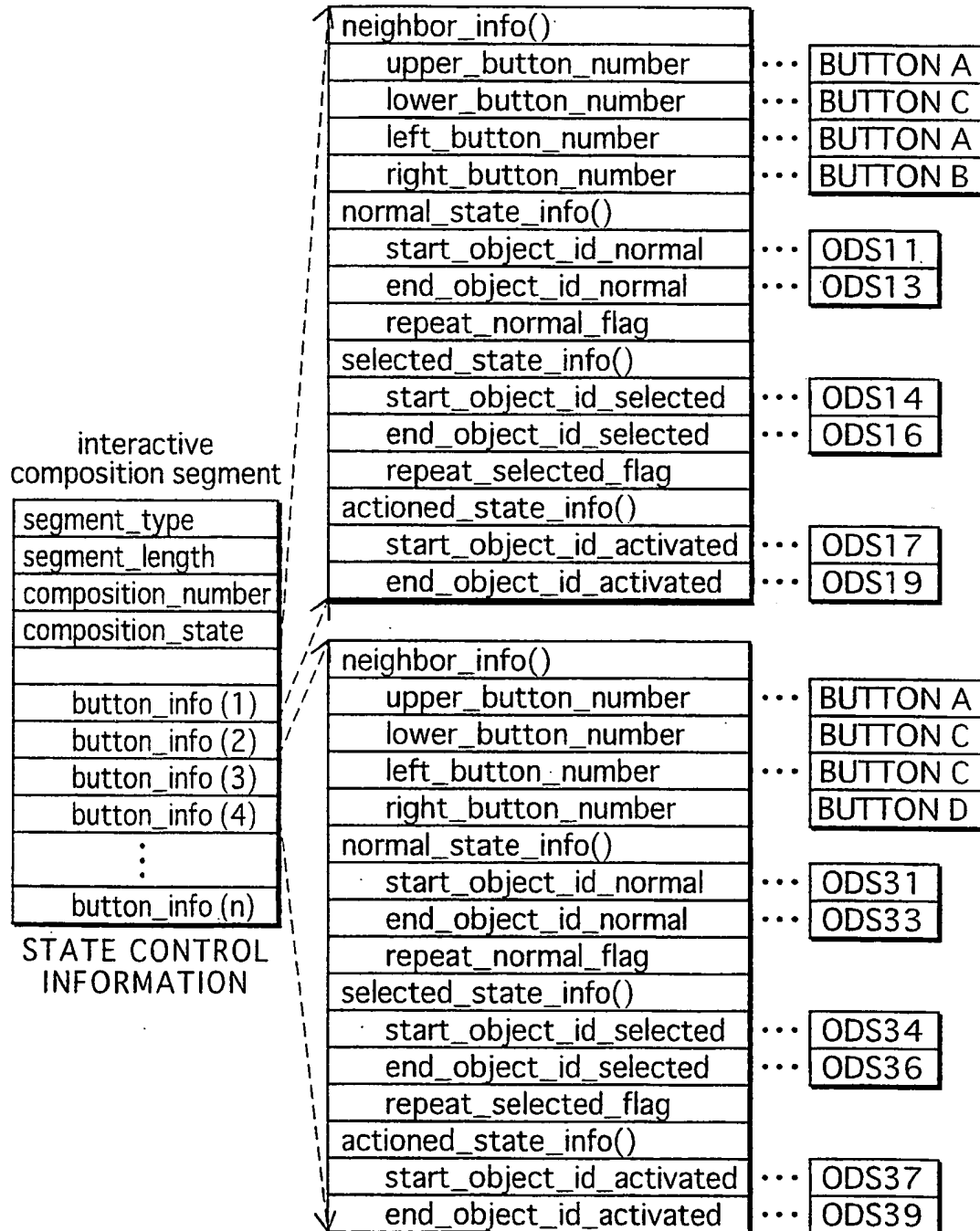


FIG.46



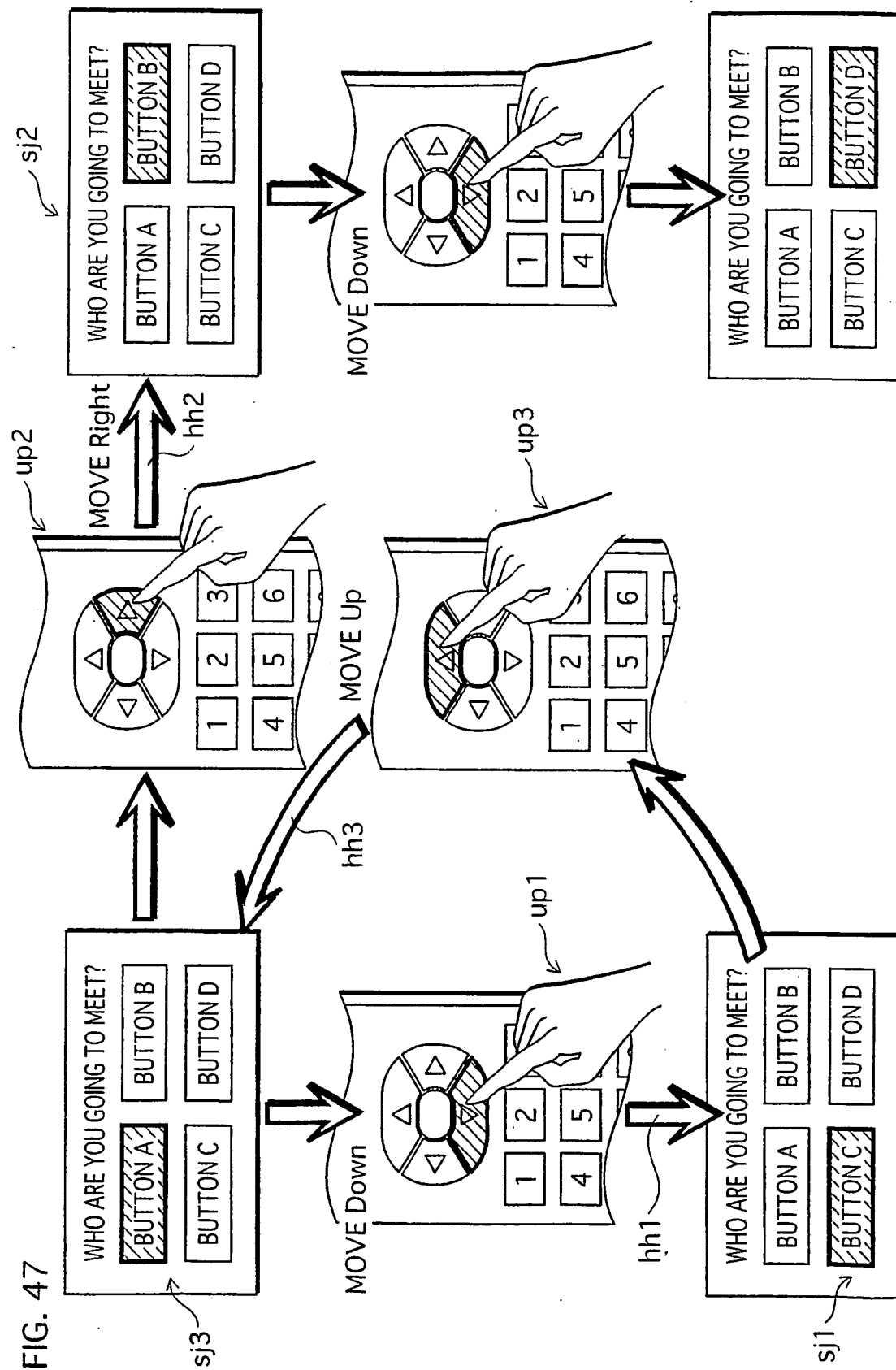


FIG.48



FIG.49

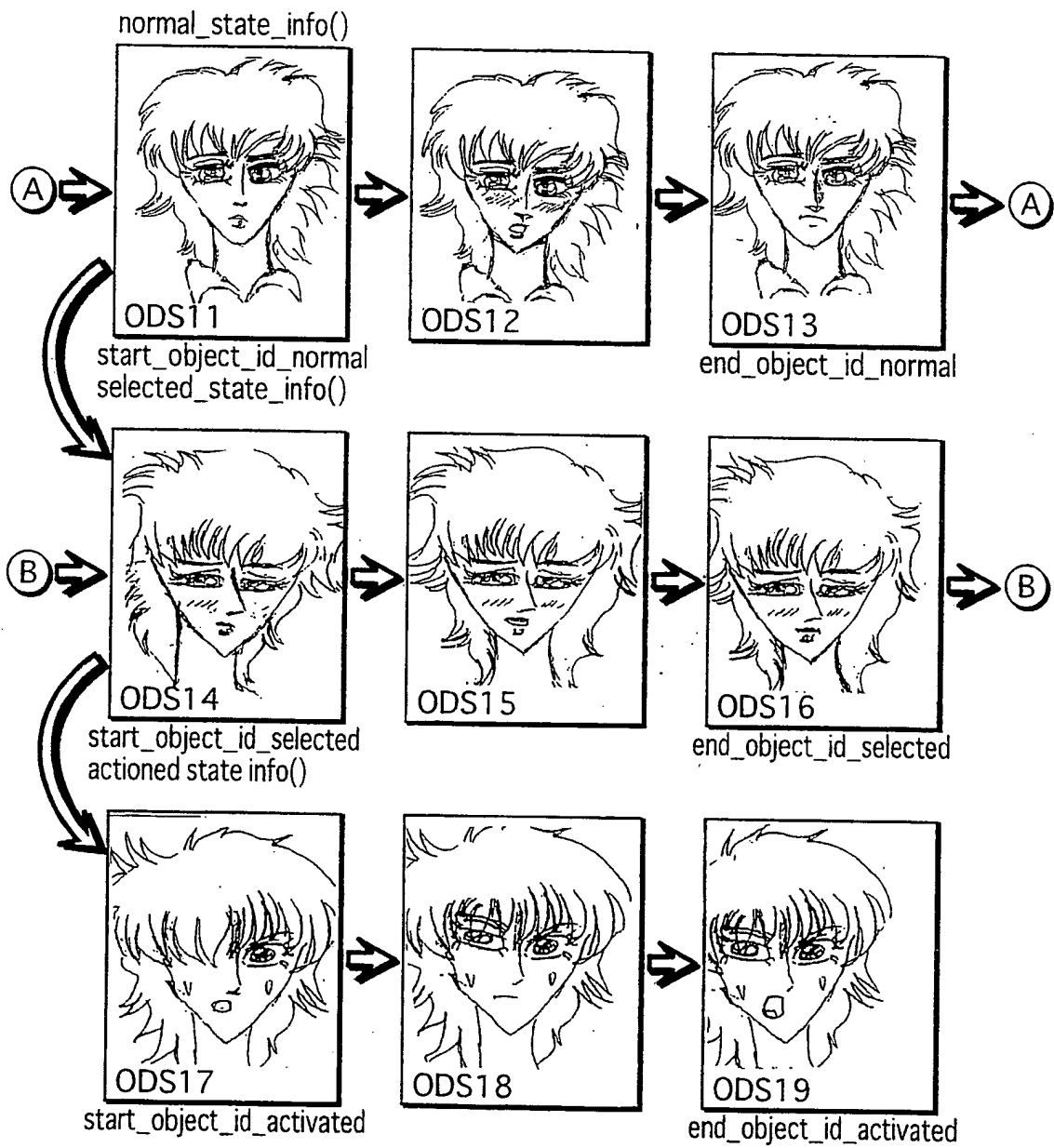


FIG. 50

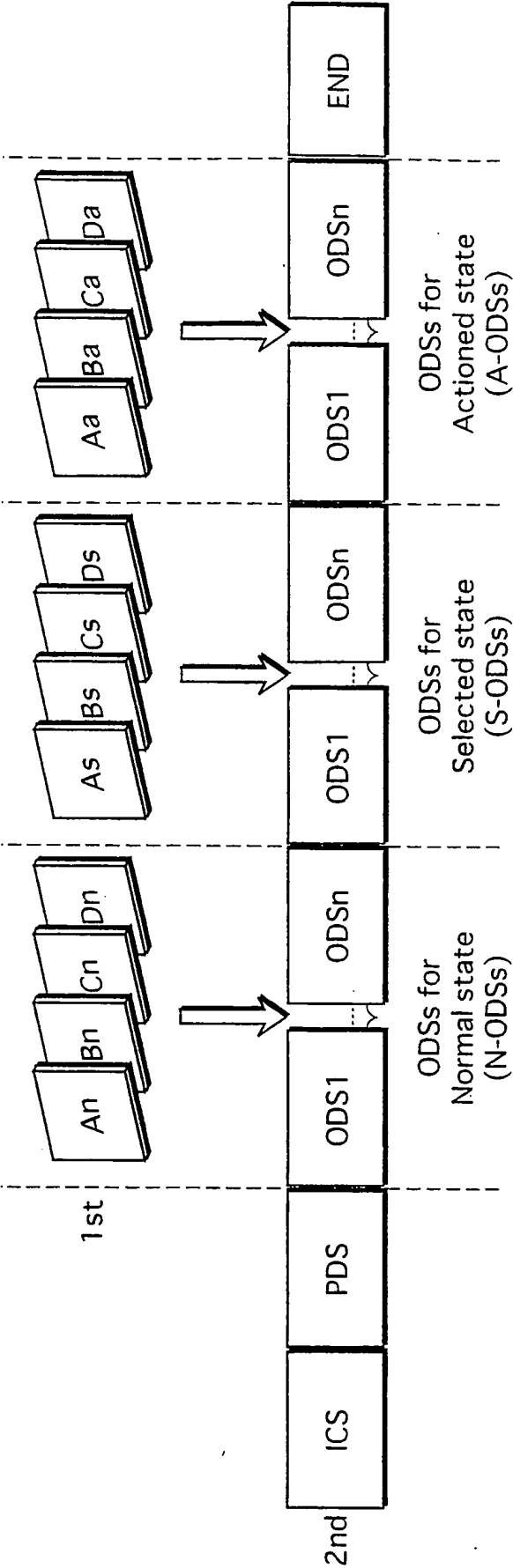
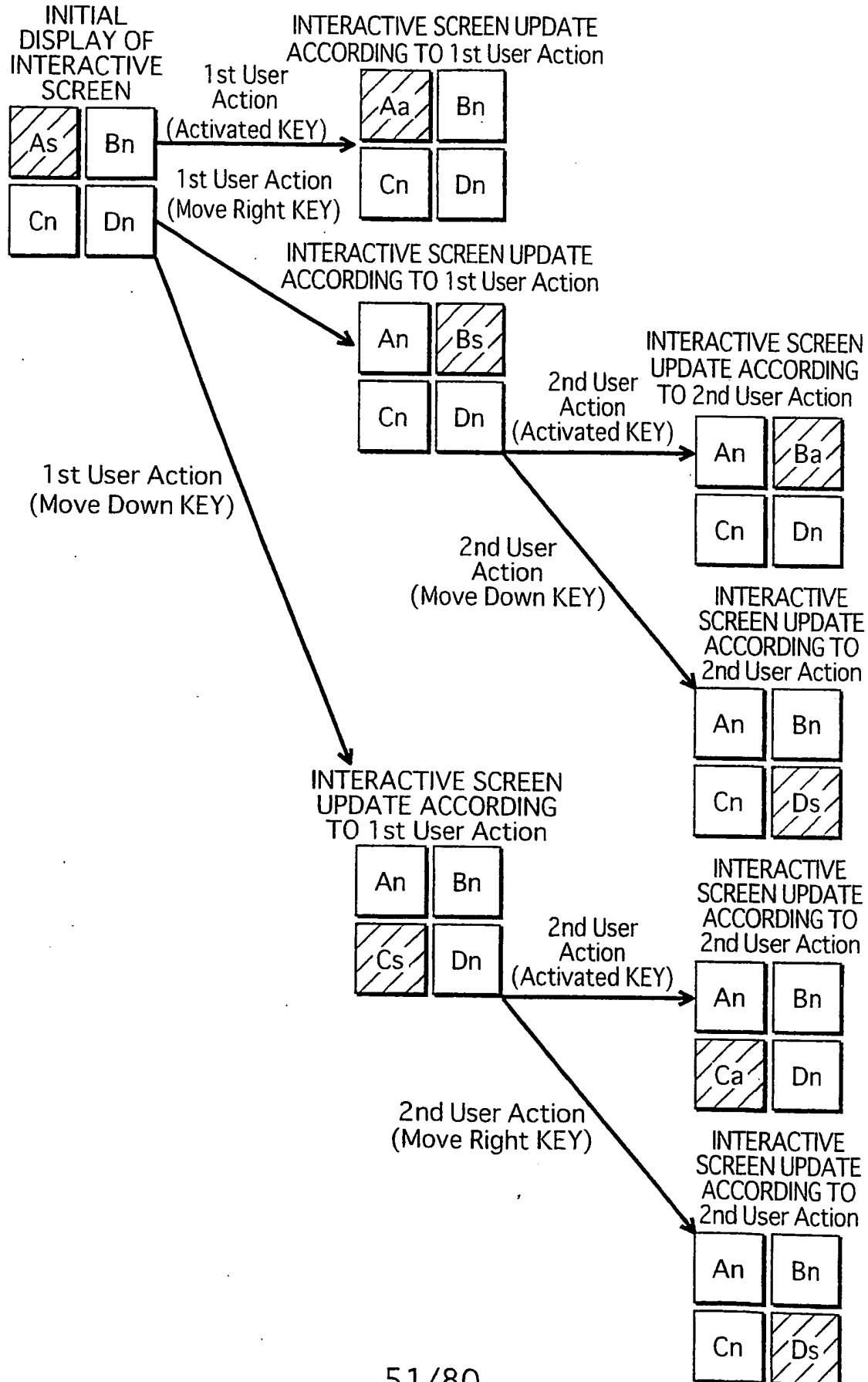


FIG.51



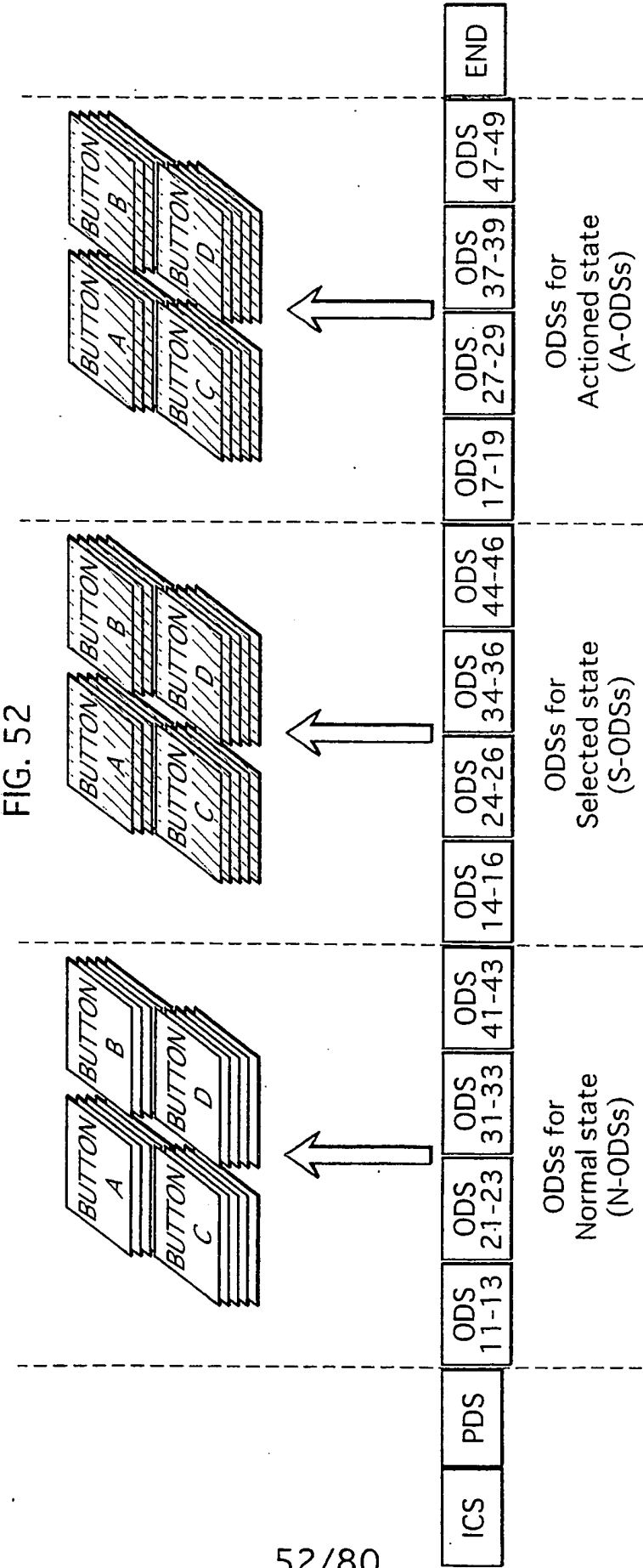
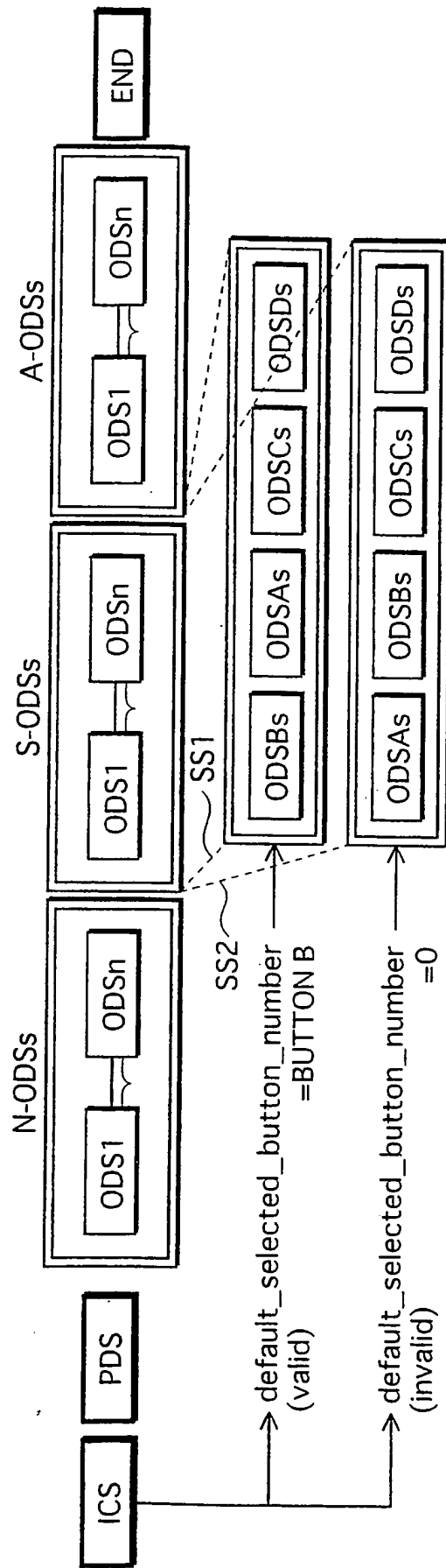


FIG. 53



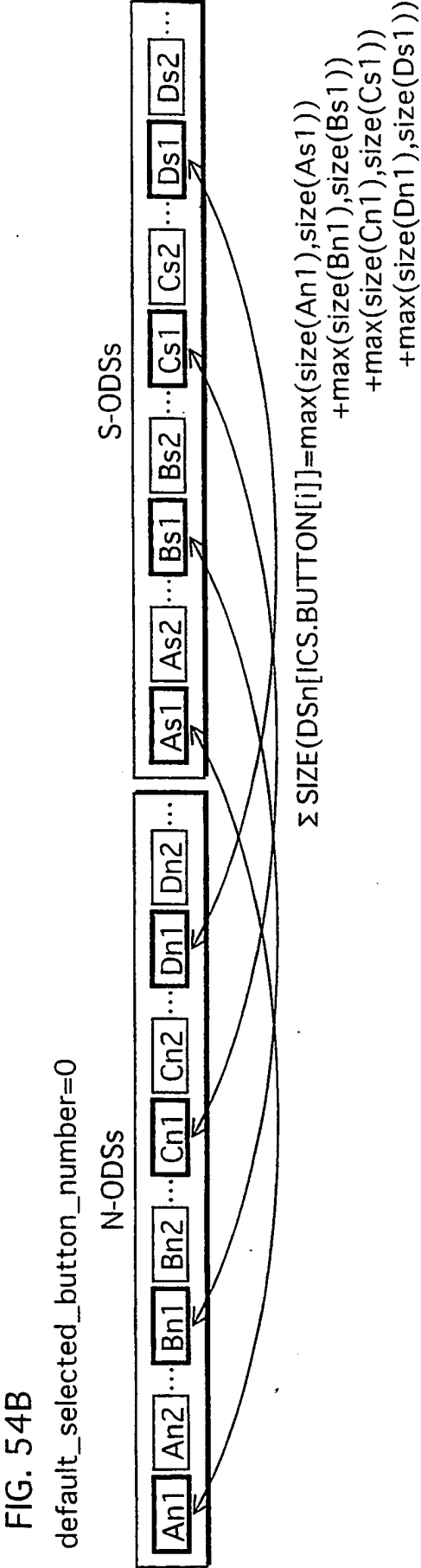
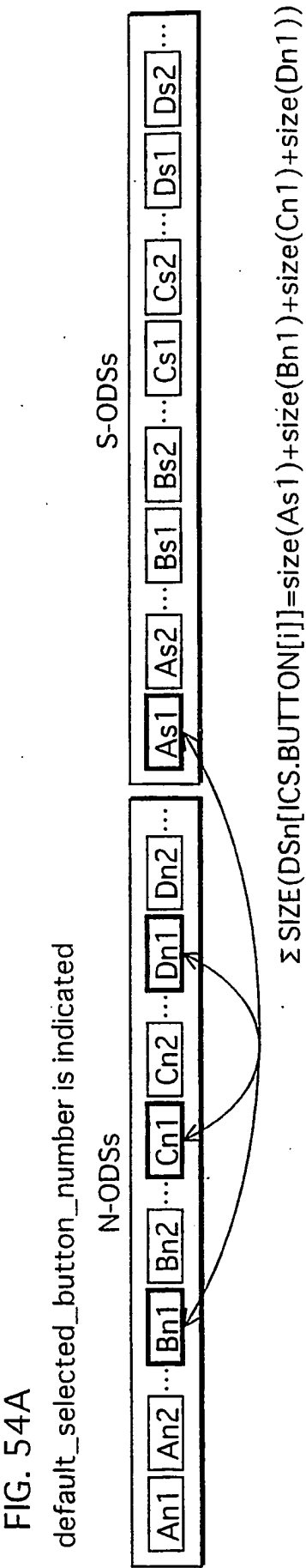


FIG. 55

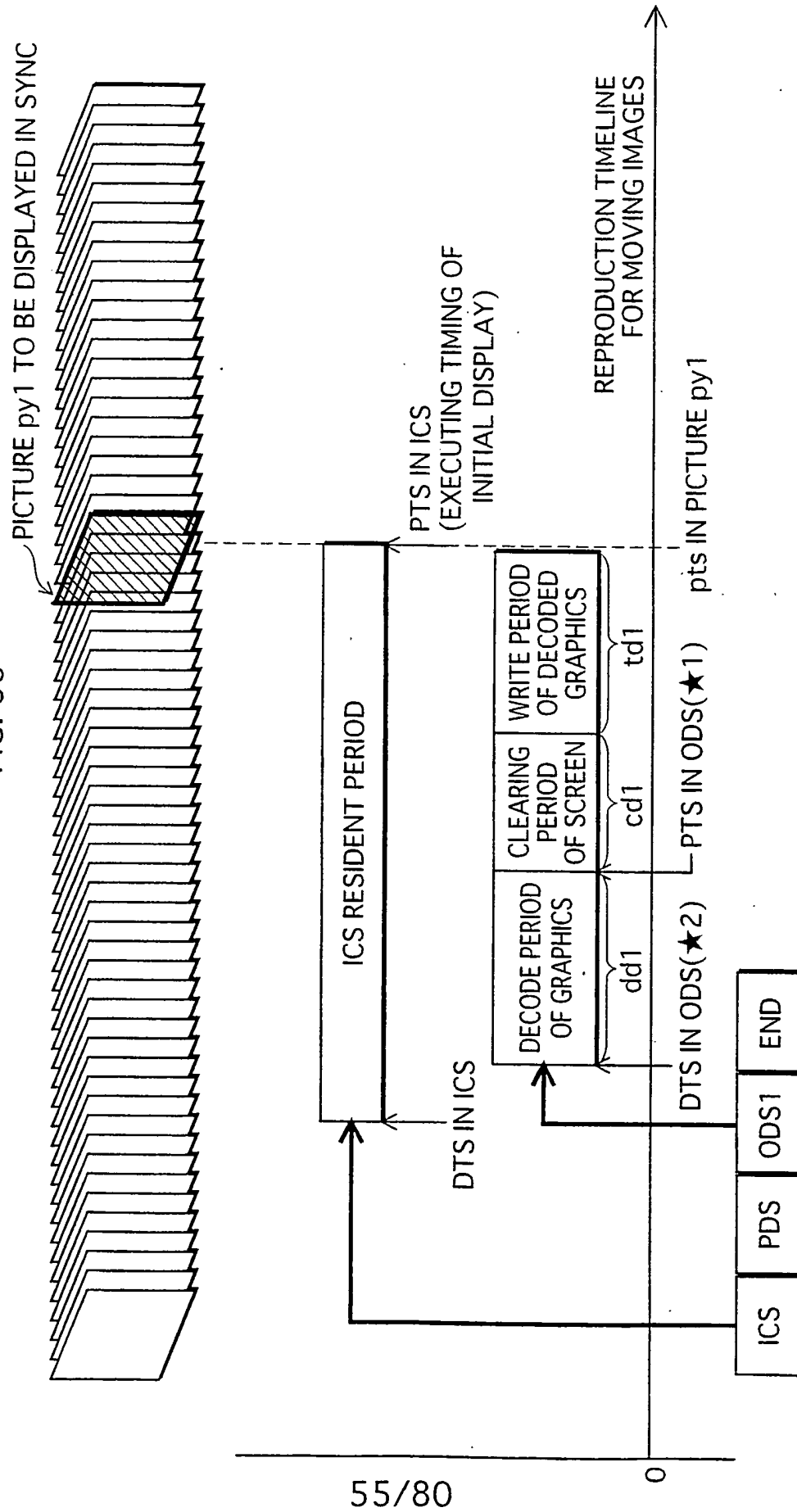


FIG. 56

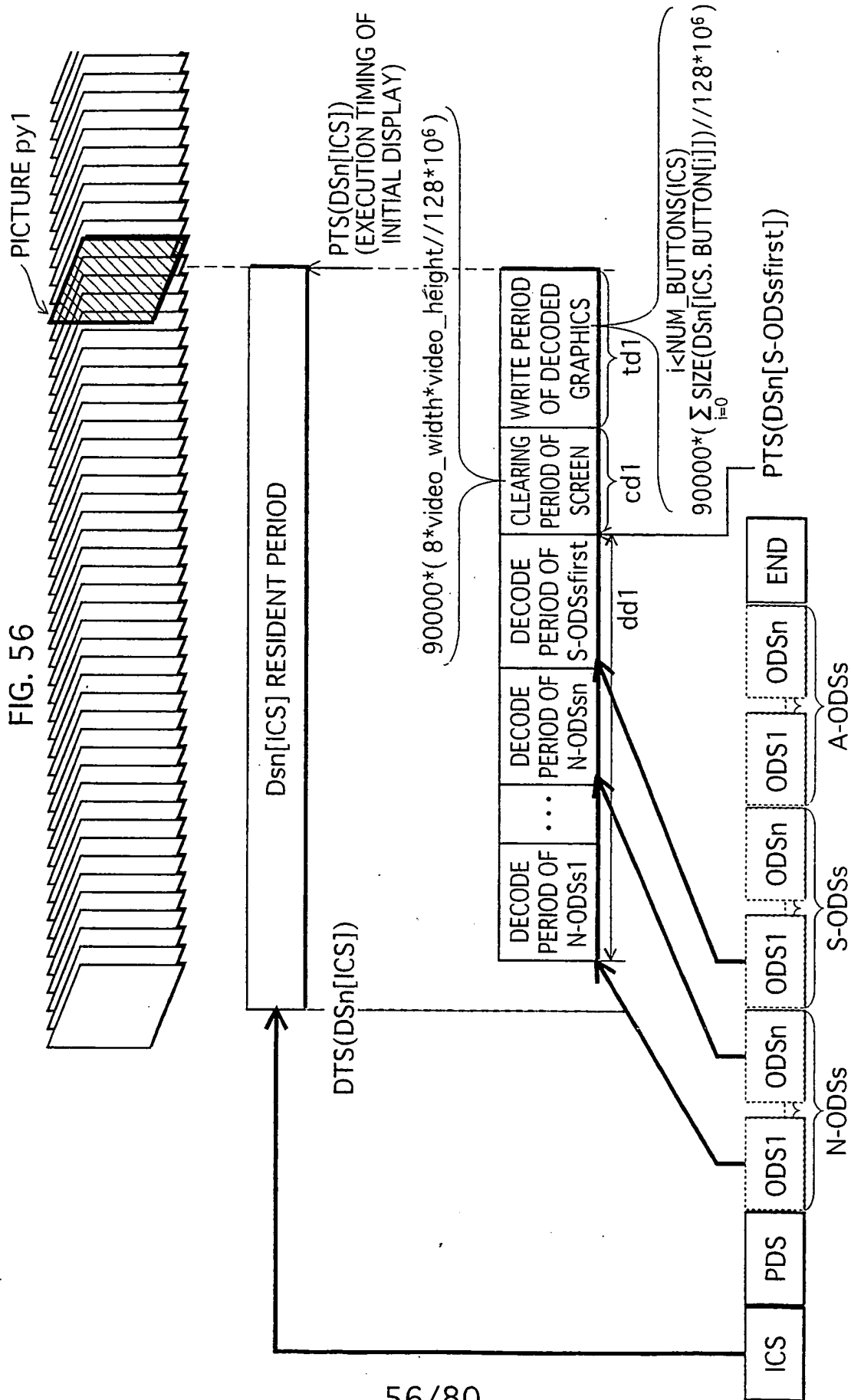


FIG. 57

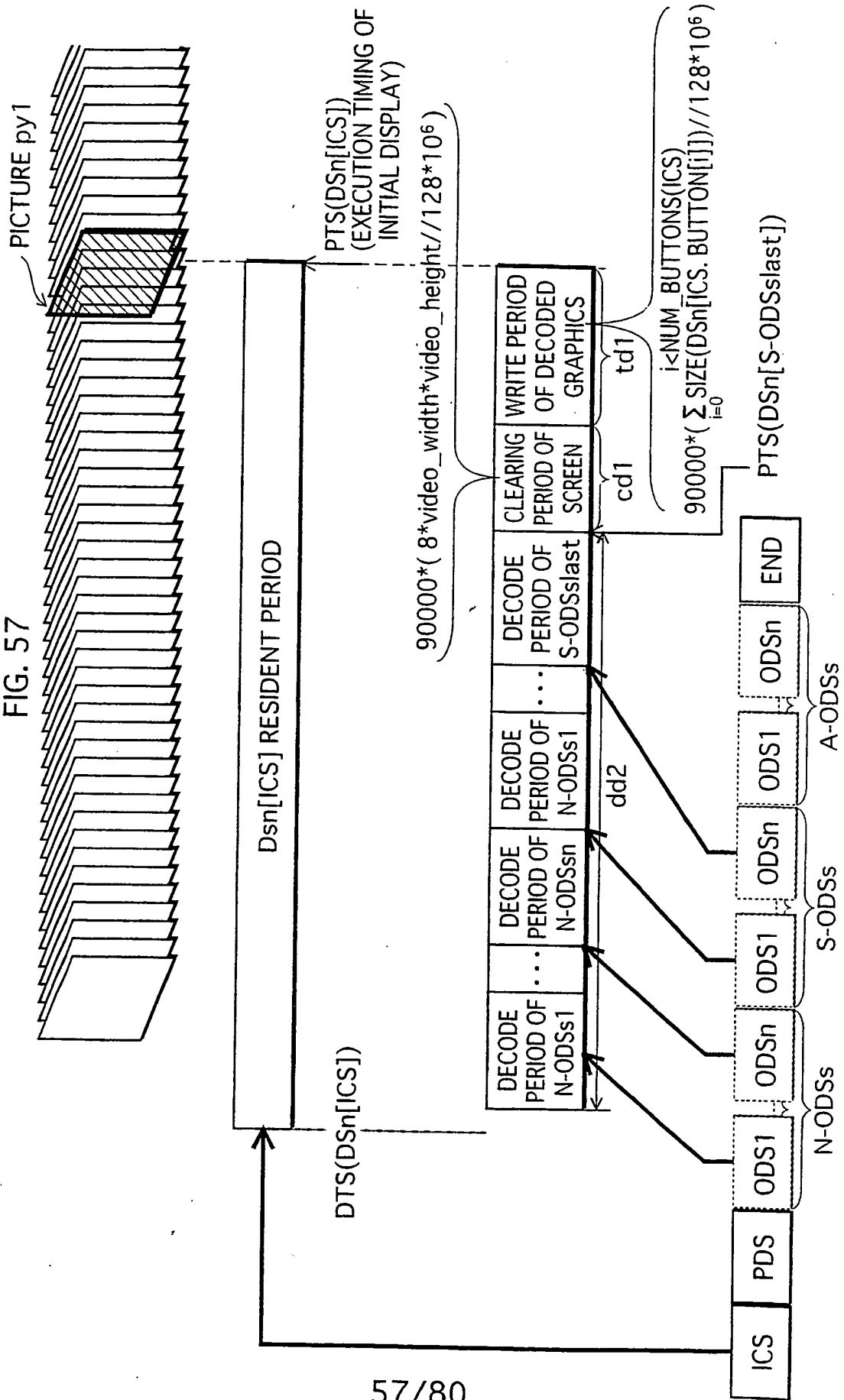


FIG. 58

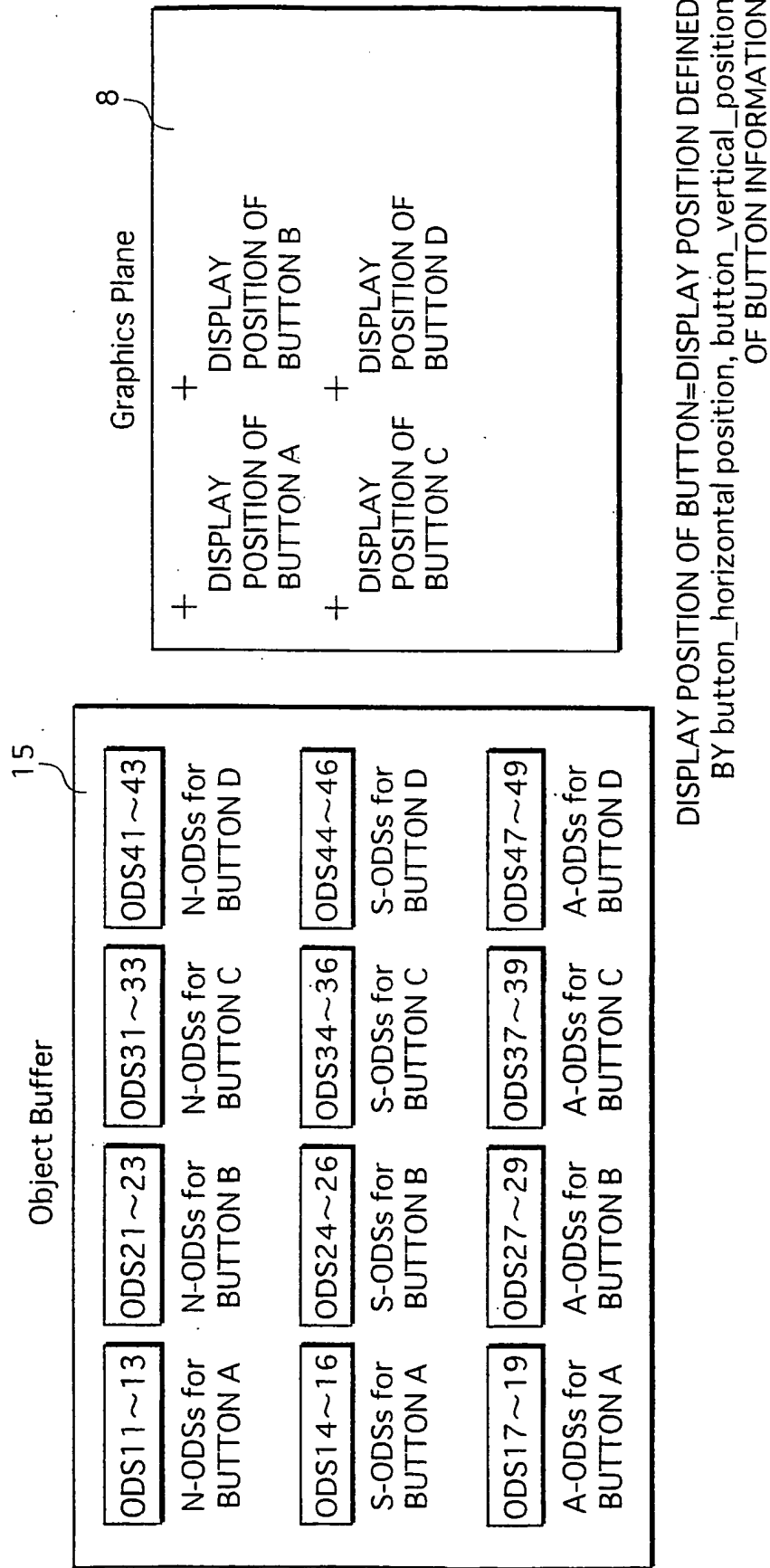
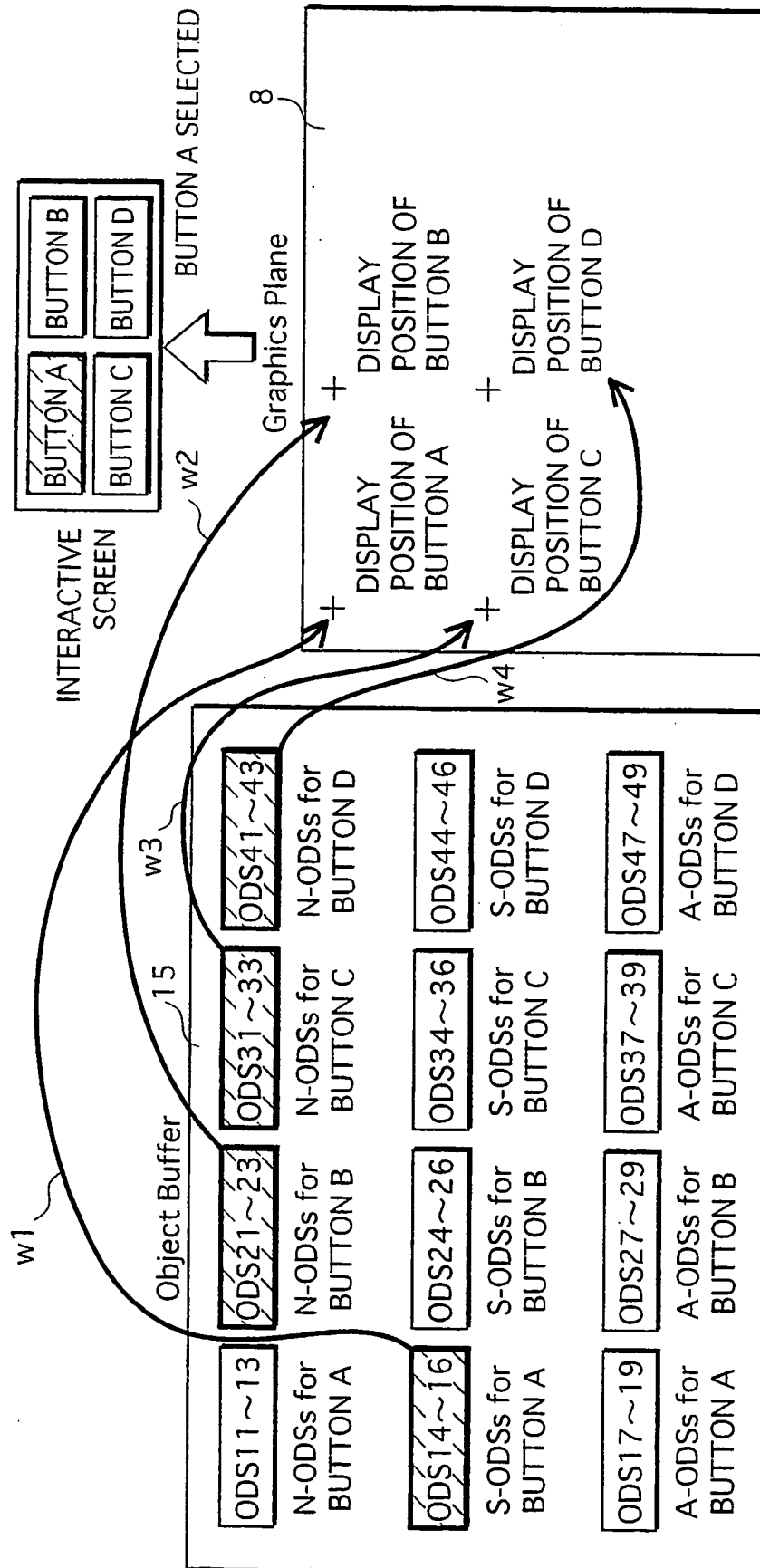


FIG. 59

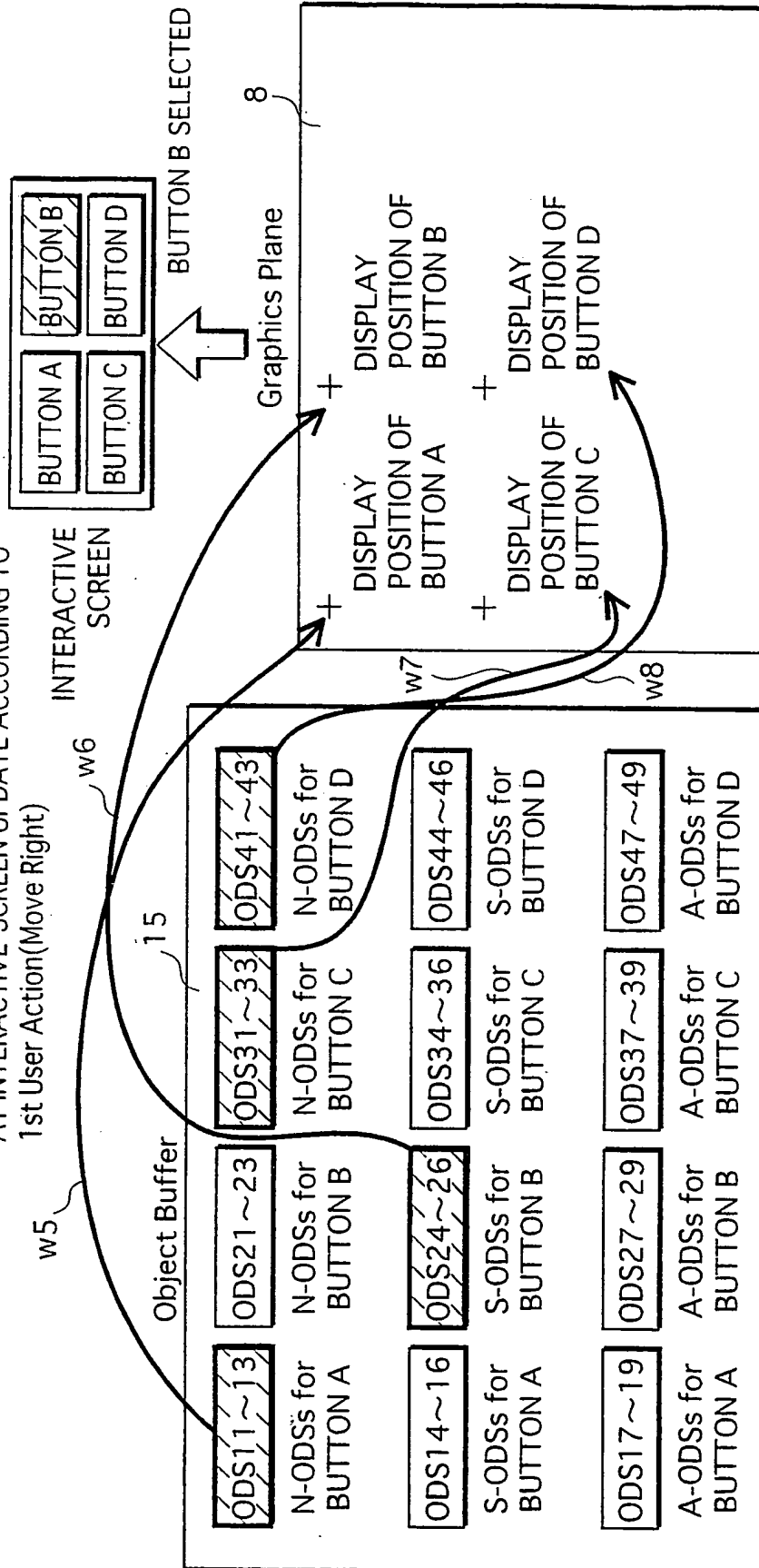
WRITE OPERATION OF Graphics Controller AT INITIAL DISPLAY



DISPLAY POSITION OF BUTTON=DISPLAY POSITION DEFINED BY button_horizontal position, button_vertical_position OF BUTTON INFORMATION

FIG. 60

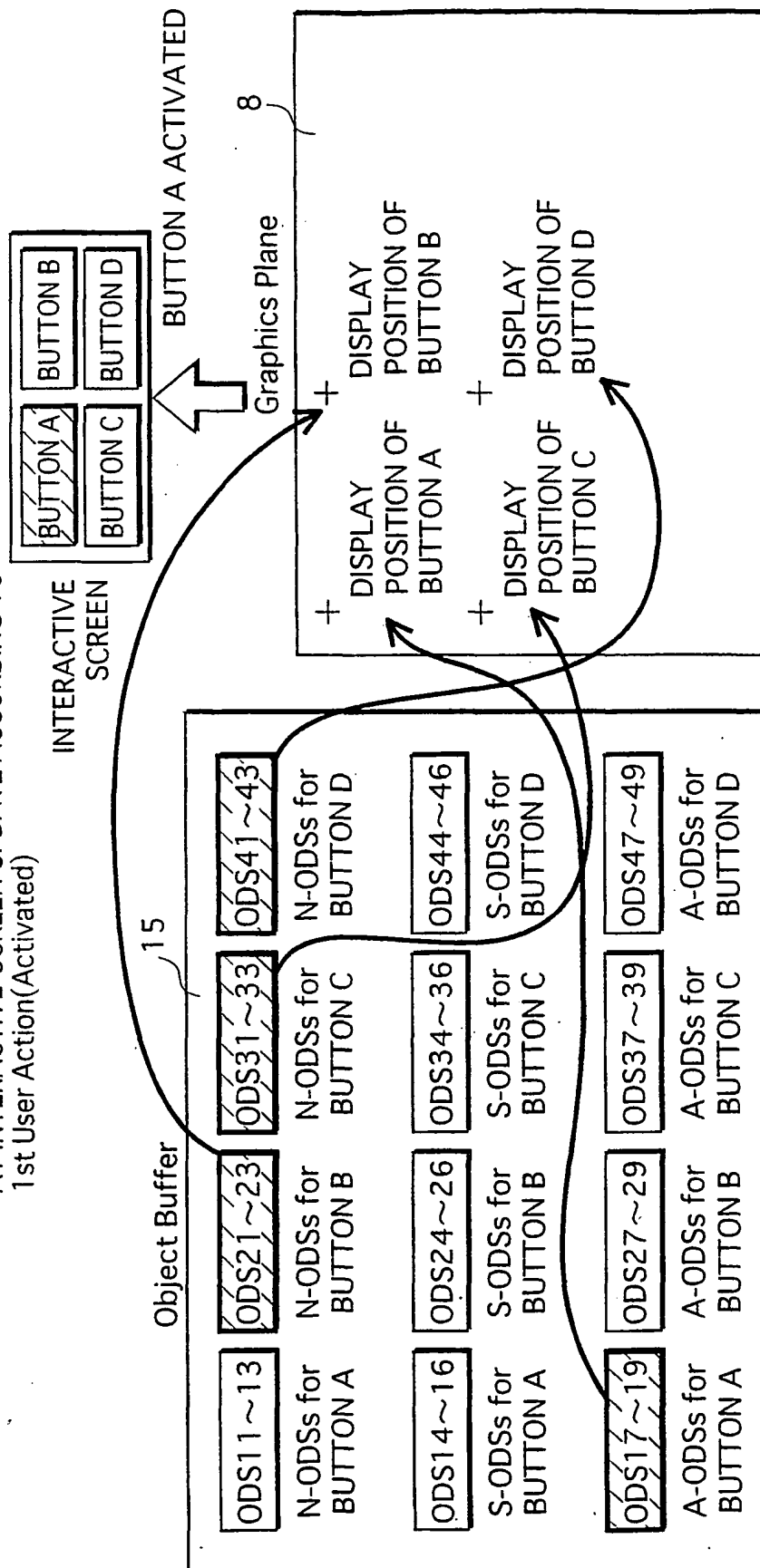
WRITE OPERATION OF Graphics Controller
AT INTERACTIVE-SCREEN UPDATE ACCORDING TO
1st User Action(Move Right)



DISPLAY POSITION OF BUTTON=DISPLAY POSITION DEFINED
BY button_horizontal position, button_vertical_position
OF BUTTON INFORMATION

FIG. 62

WRITE OPERATION OF Graphics Controller
AT INTERACTIVE-SCREEN UPDATE ACCORDING TO
1st User Action(Activated)

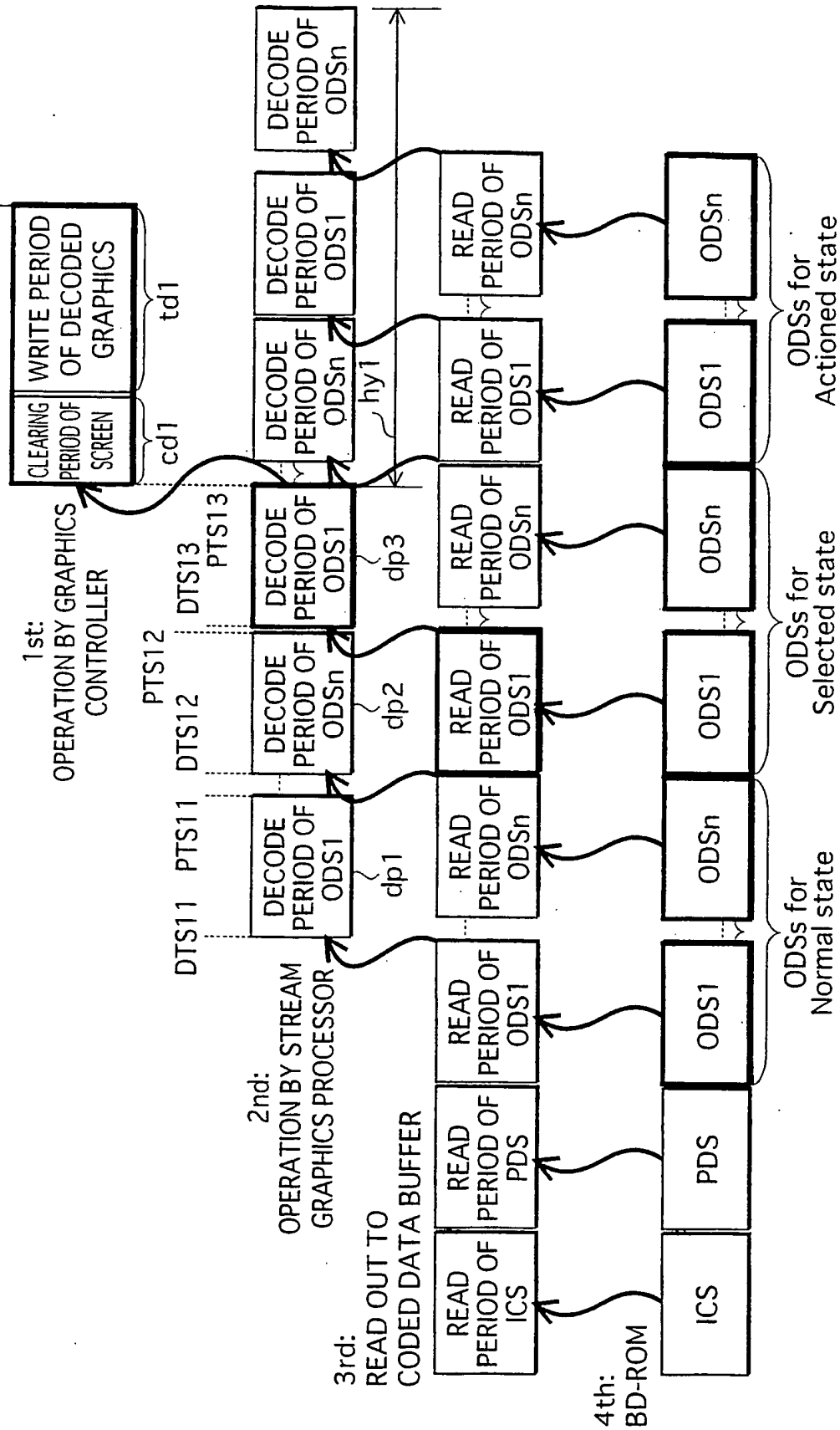


DISPLAY POSITION OF BUTTON=DISPLAY POSITION DEFINED
BY button_horizontal_position, button_vertical_position
OF BUTTON INFORMATION

A CASE WHERE DEFAULT SELECTED
BUTTON HAS BEEN DETERMINED

FIG. 63

INITIAL DISPLAY OF INTERACTIVE SCREEN
(PTS IN ICS)



A CASE WHERE DEFAULT SELECTED
BUTTON HAS NOT BEEN DETERMINED

FIG. 64

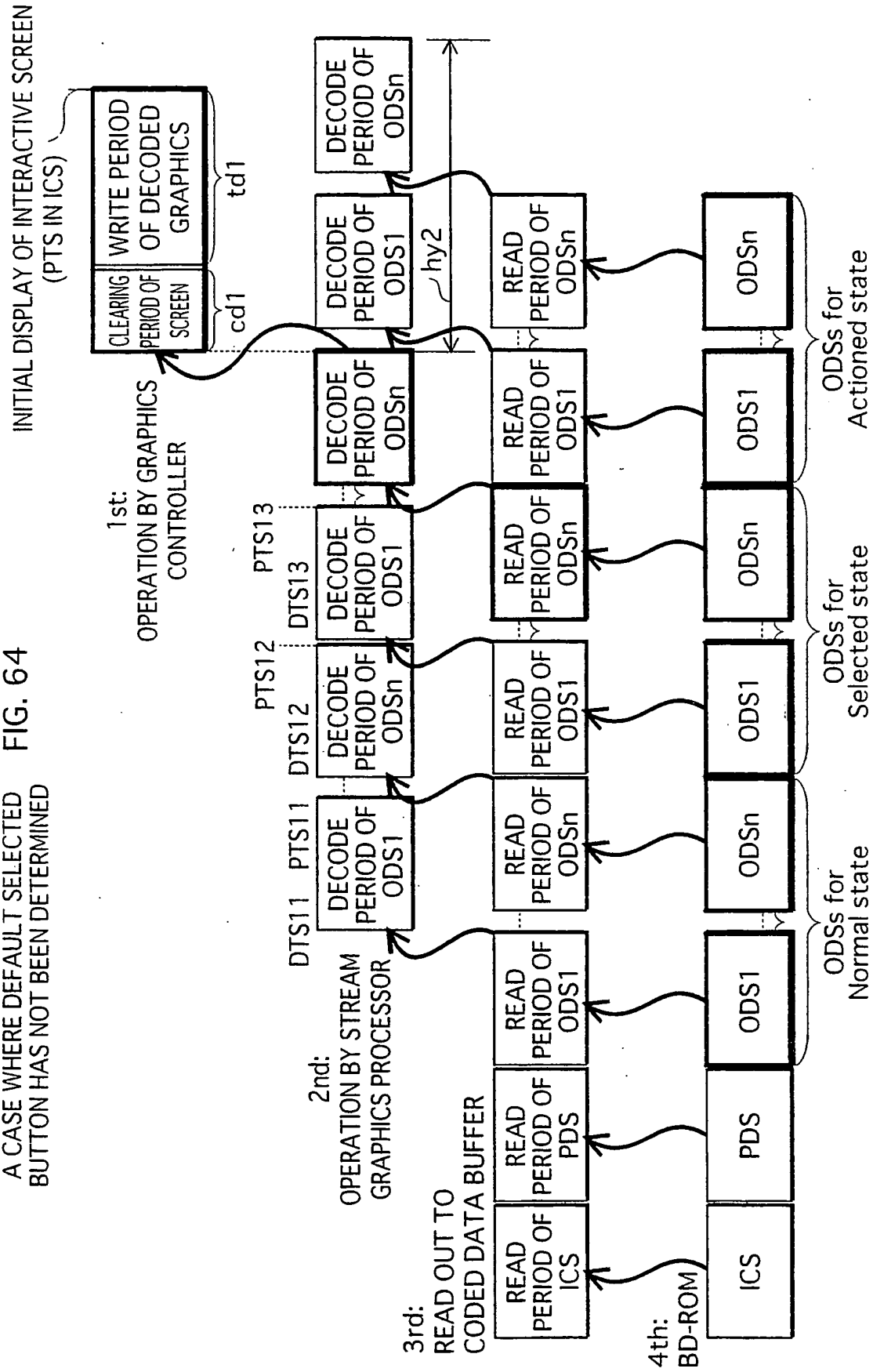


FIG. 66

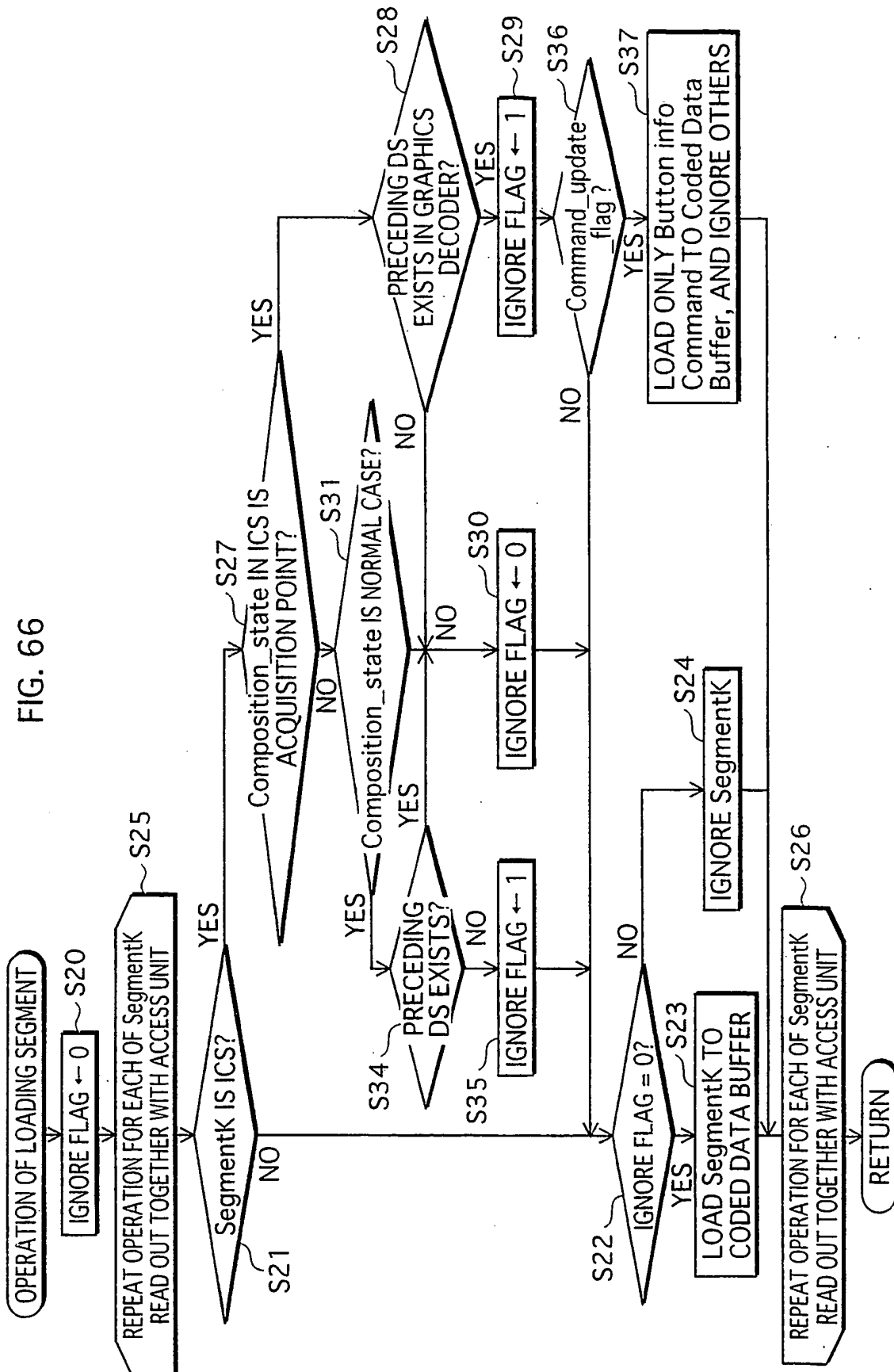


FIG. 67

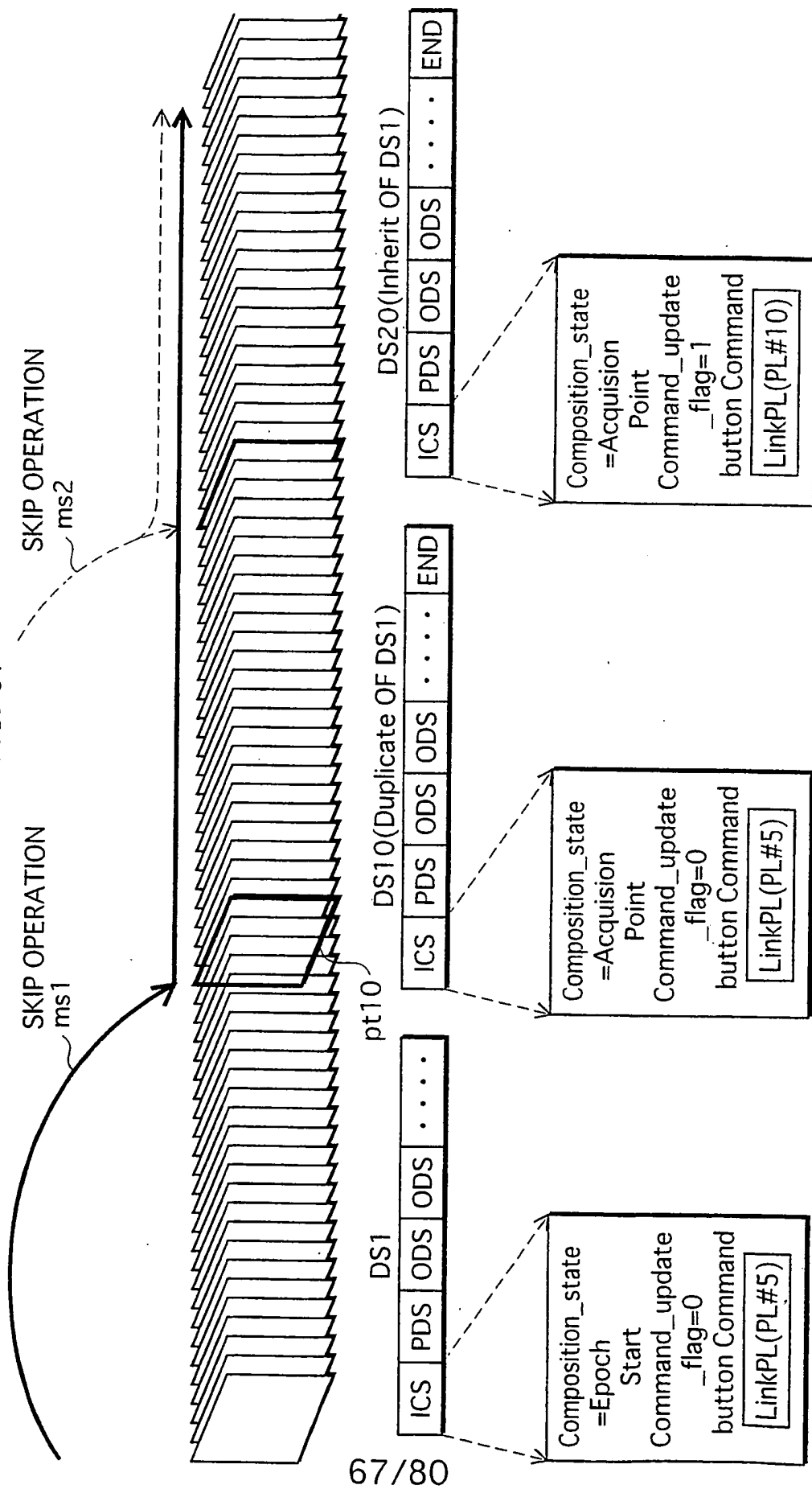


FIG. 68

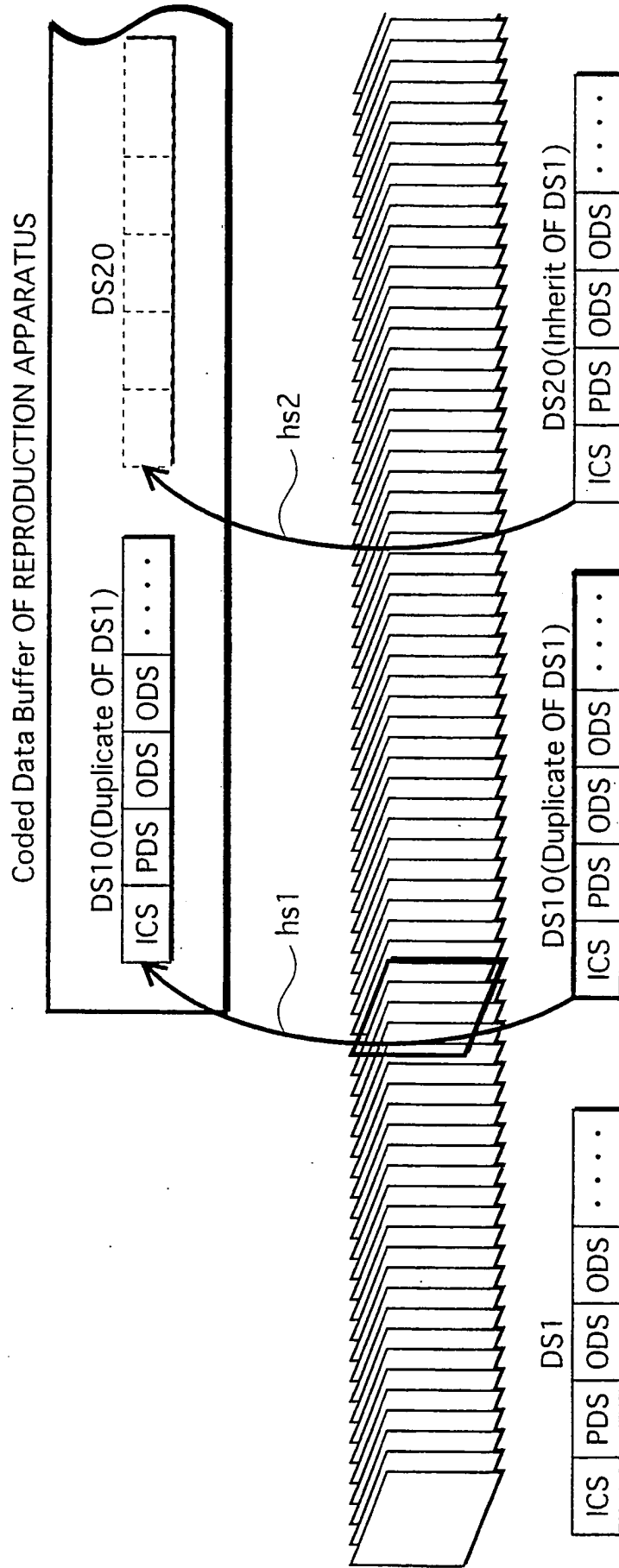


FIG. 69

NORMAL REPRODUCTION

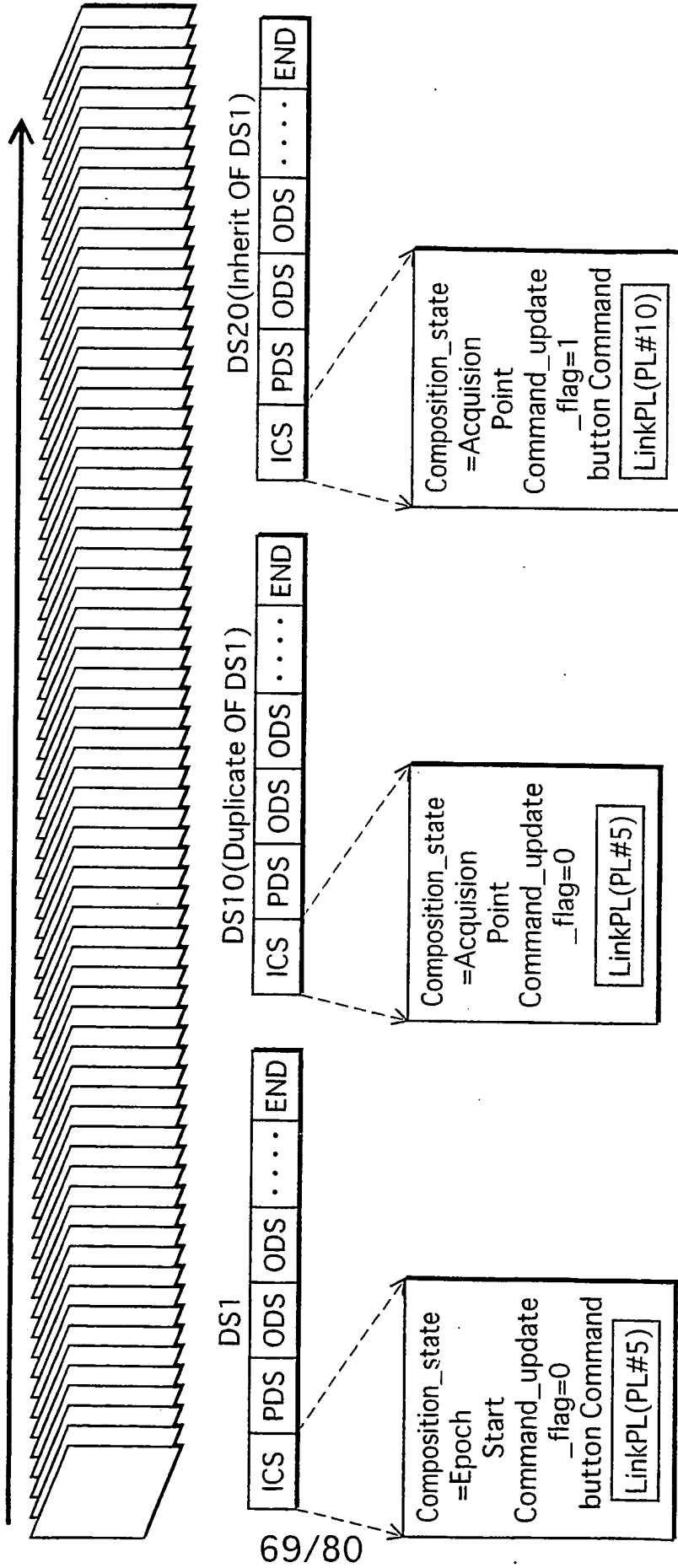


FIG. 70
Coded Data Buffer of REPRODUCTION APPARATUS

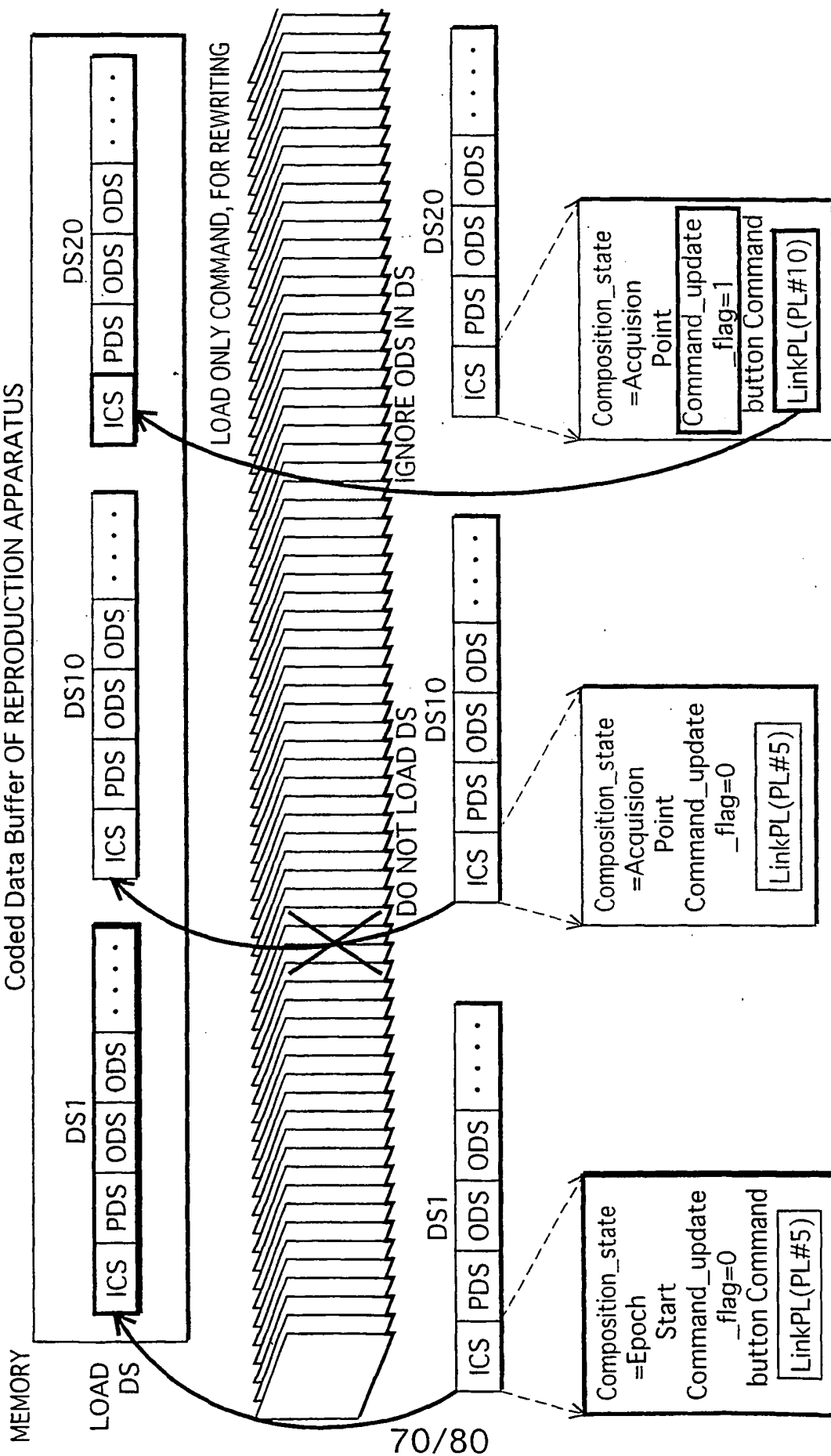


FIG.71

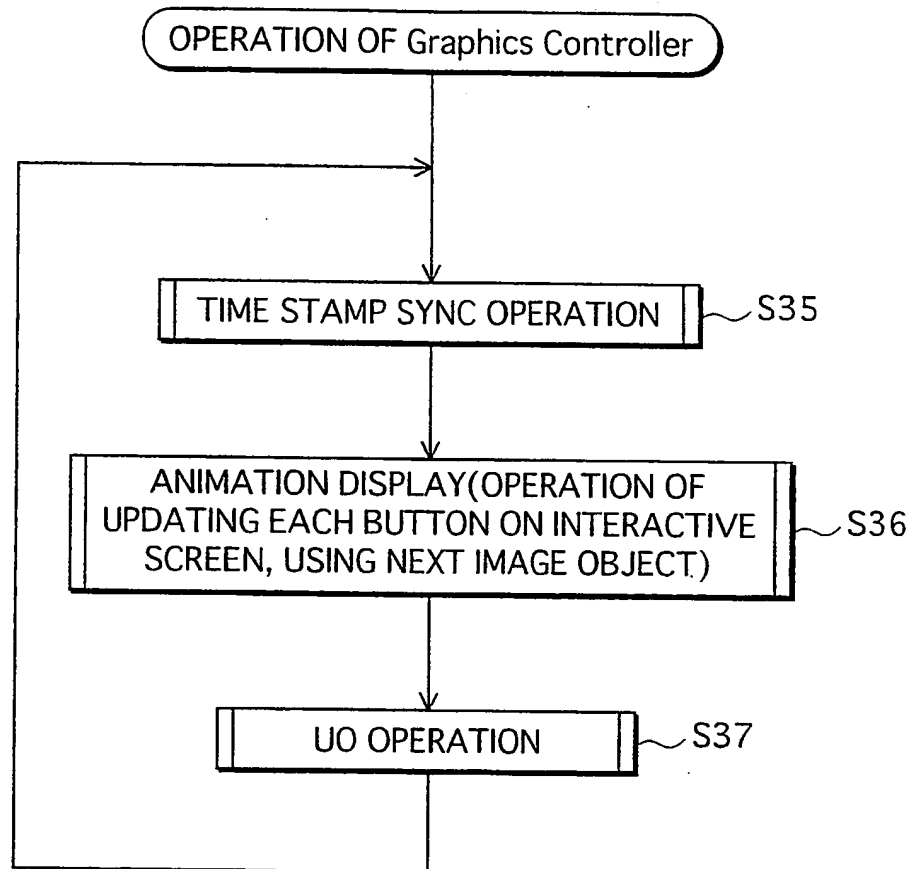


FIG.72

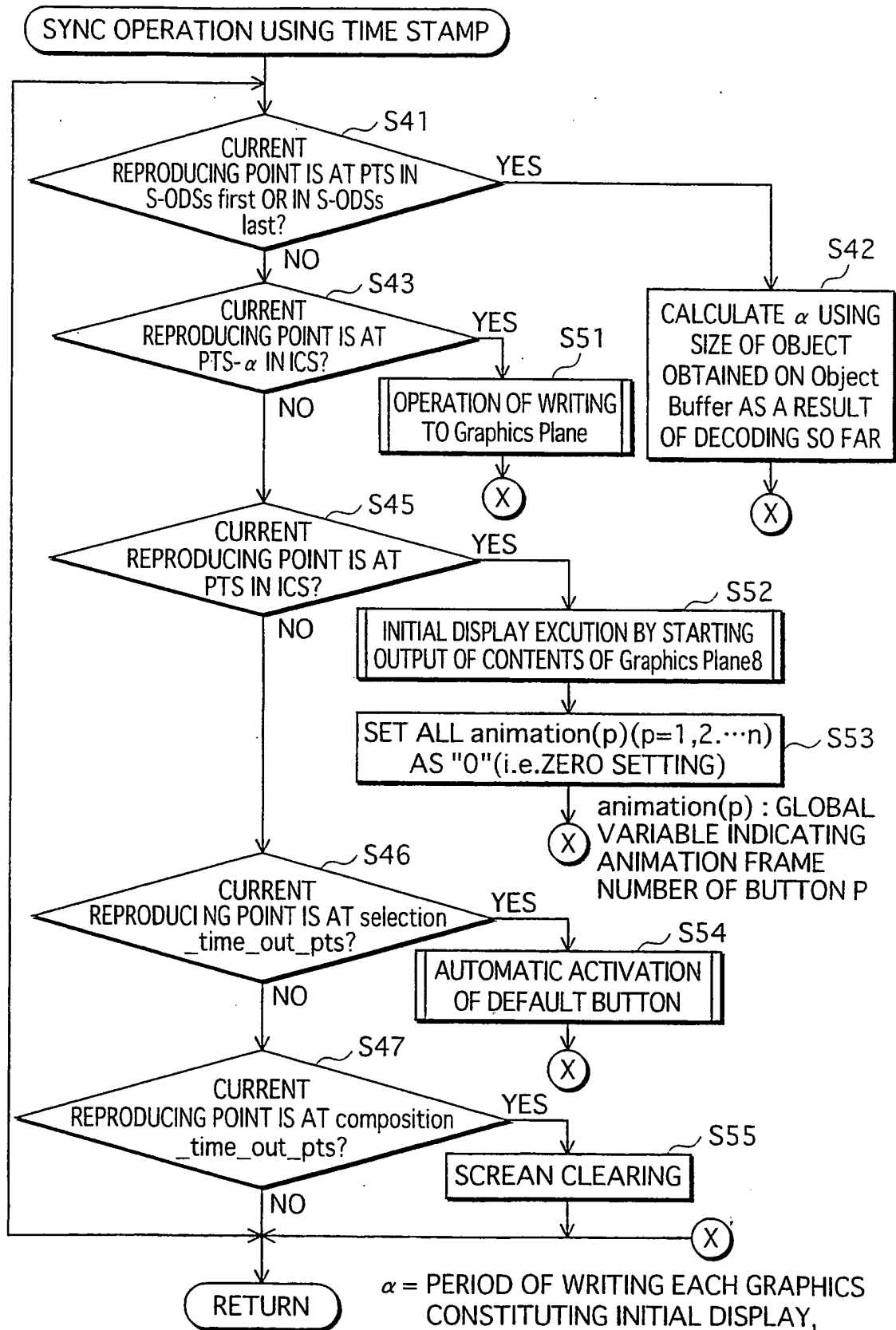


FIG. 73

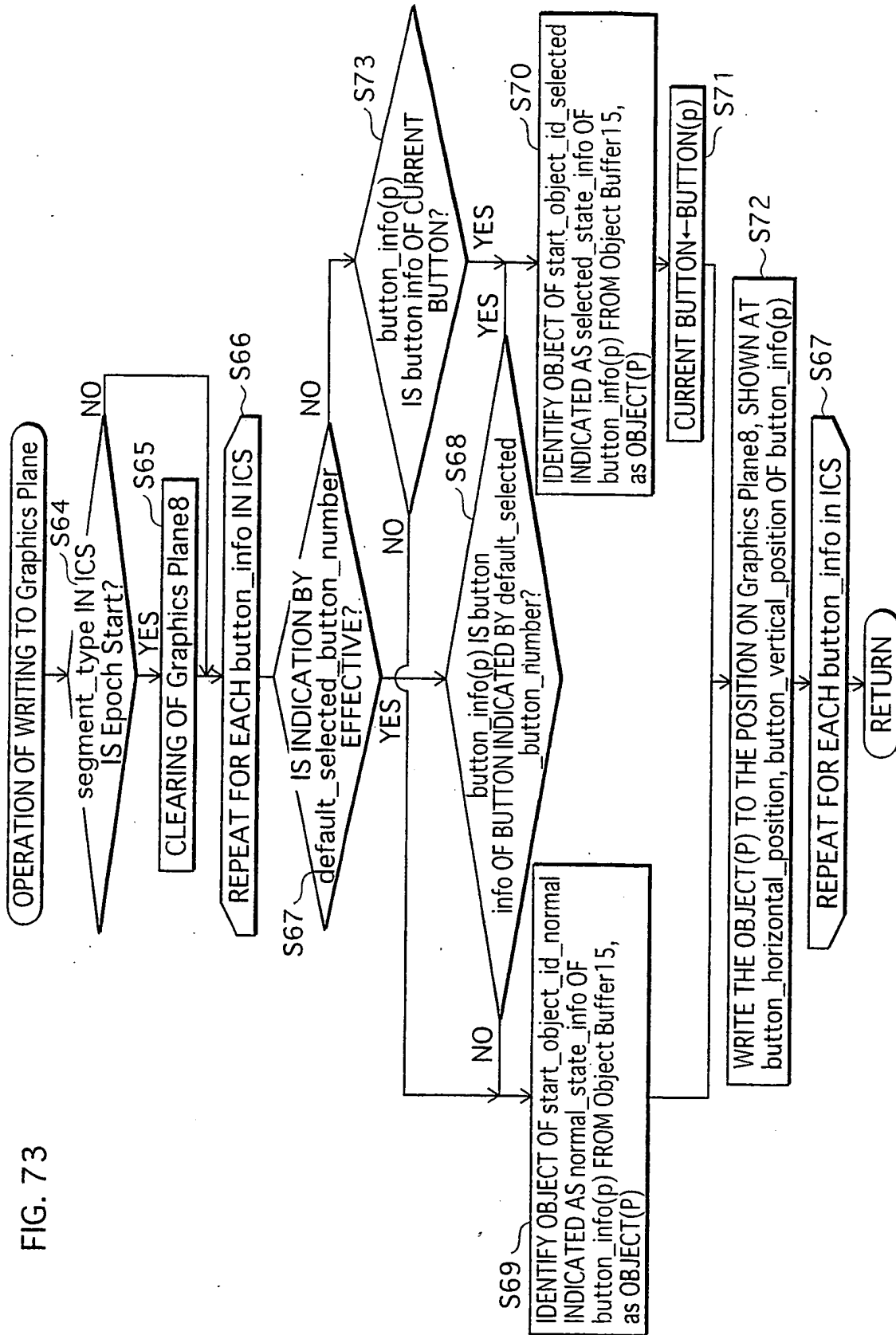


FIG.74

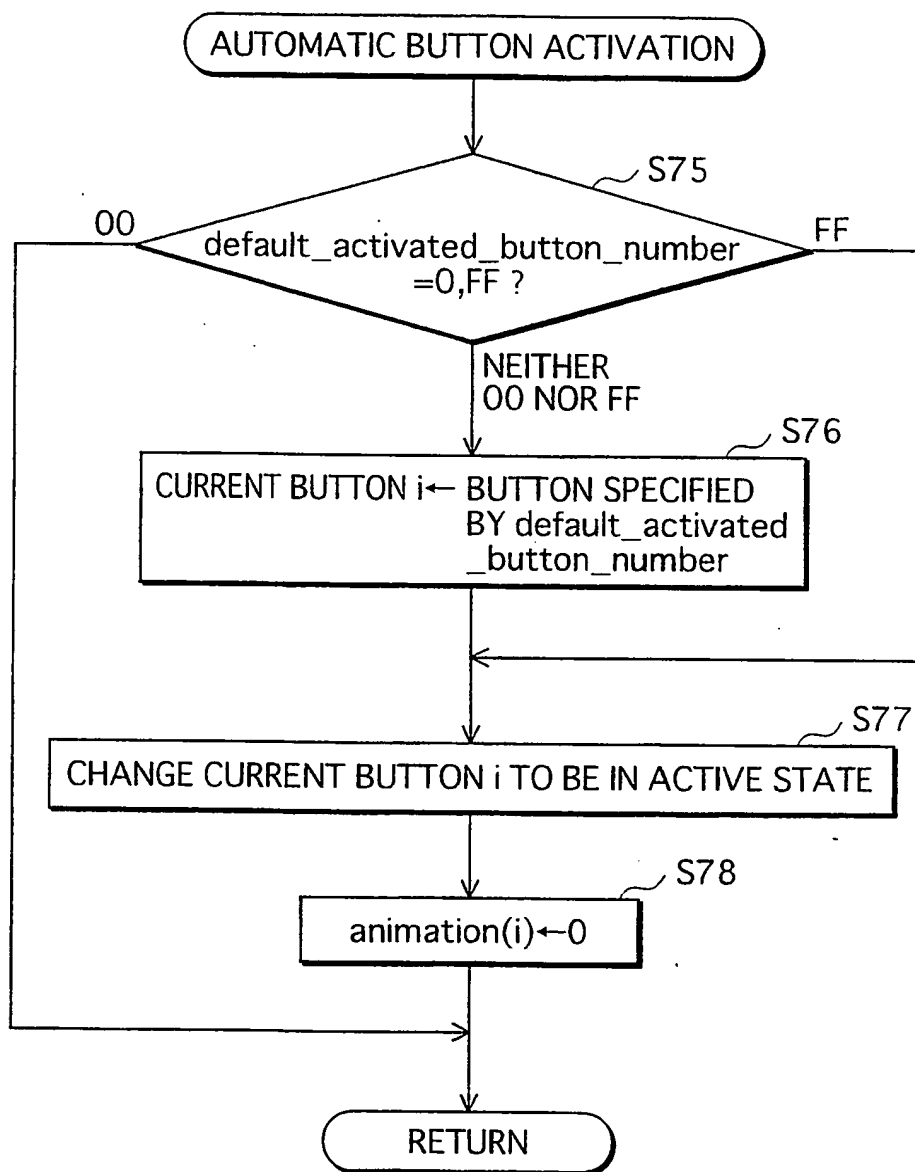


FIG.75

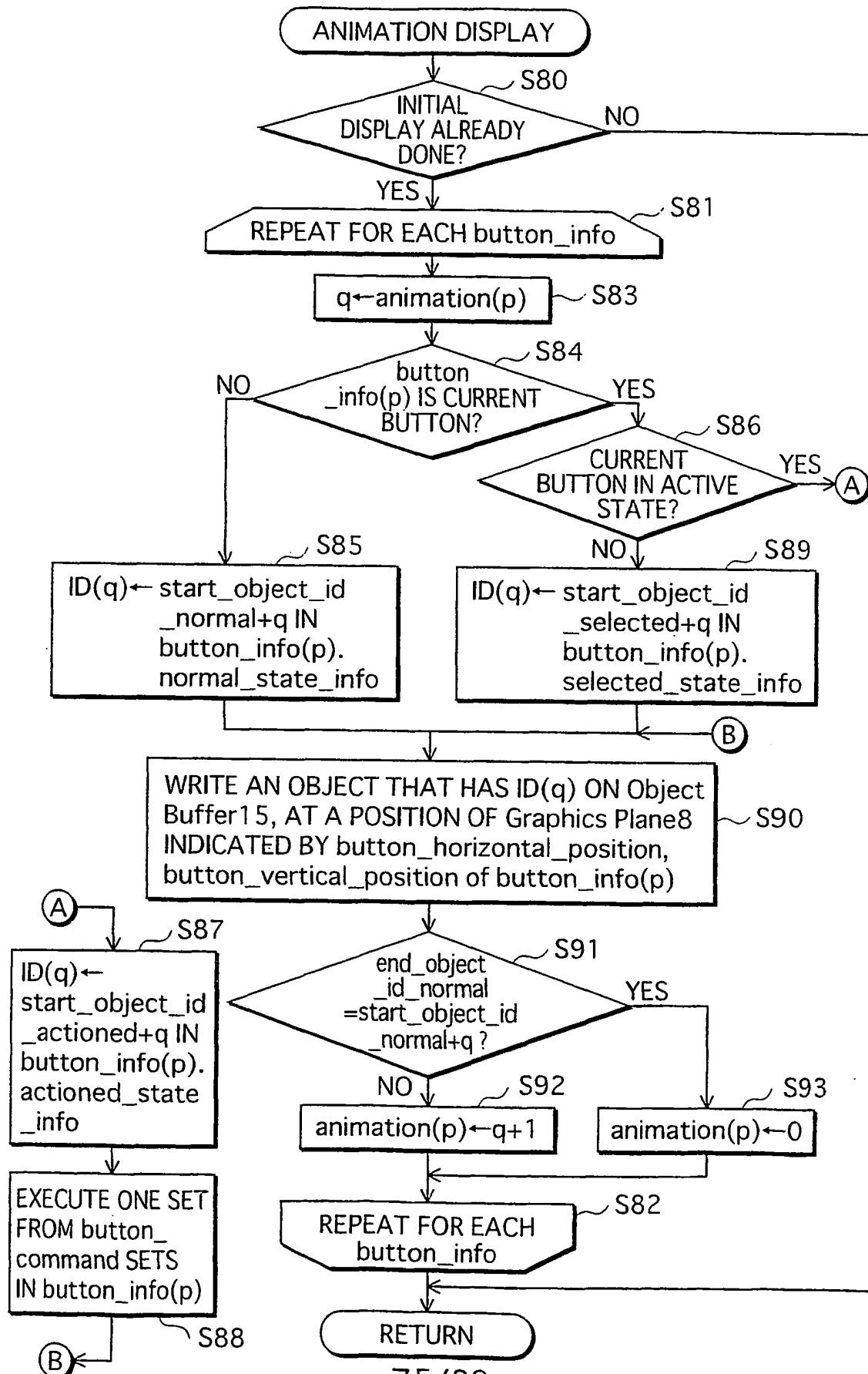


FIG. 76

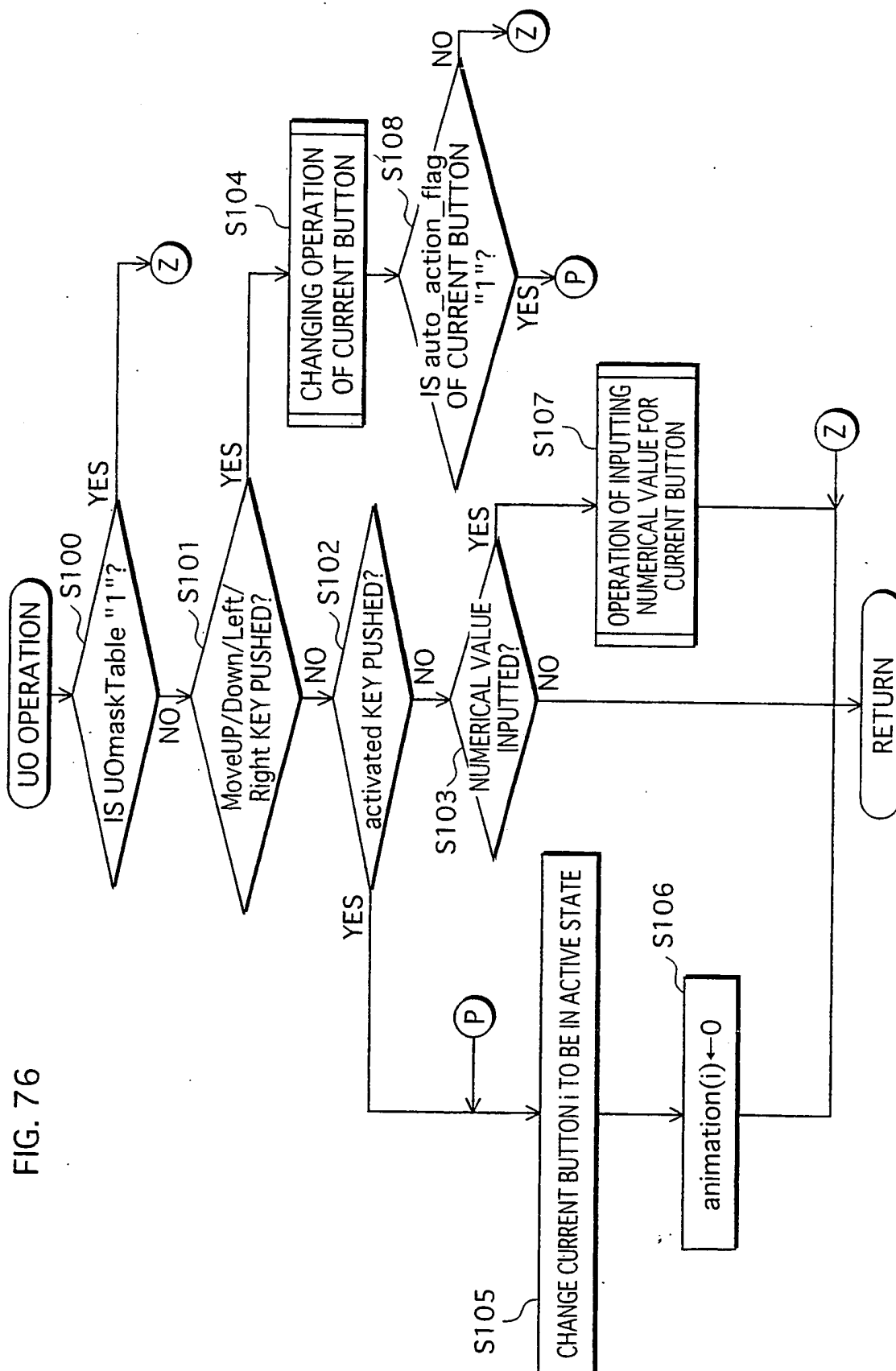


FIG.77

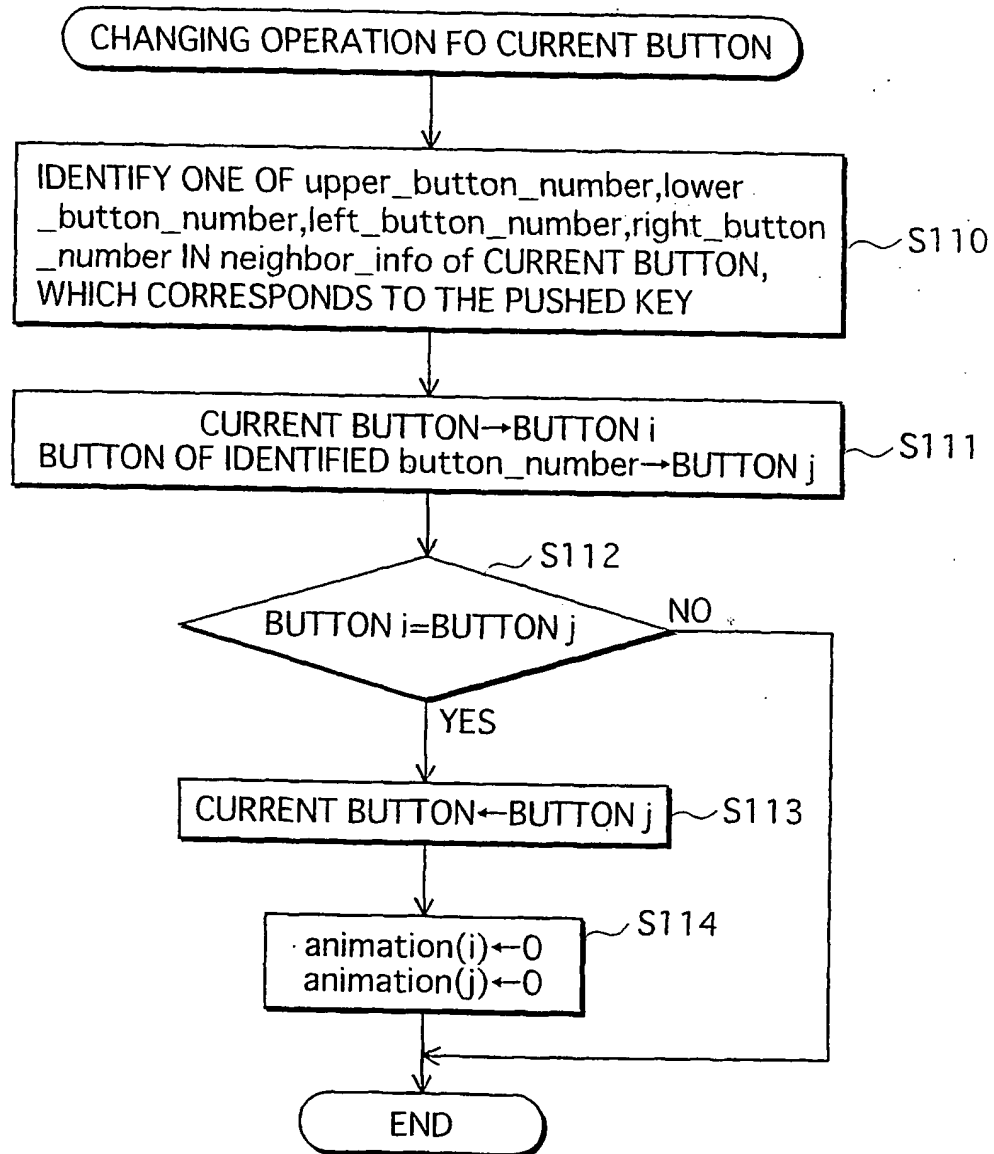


FIG. 78

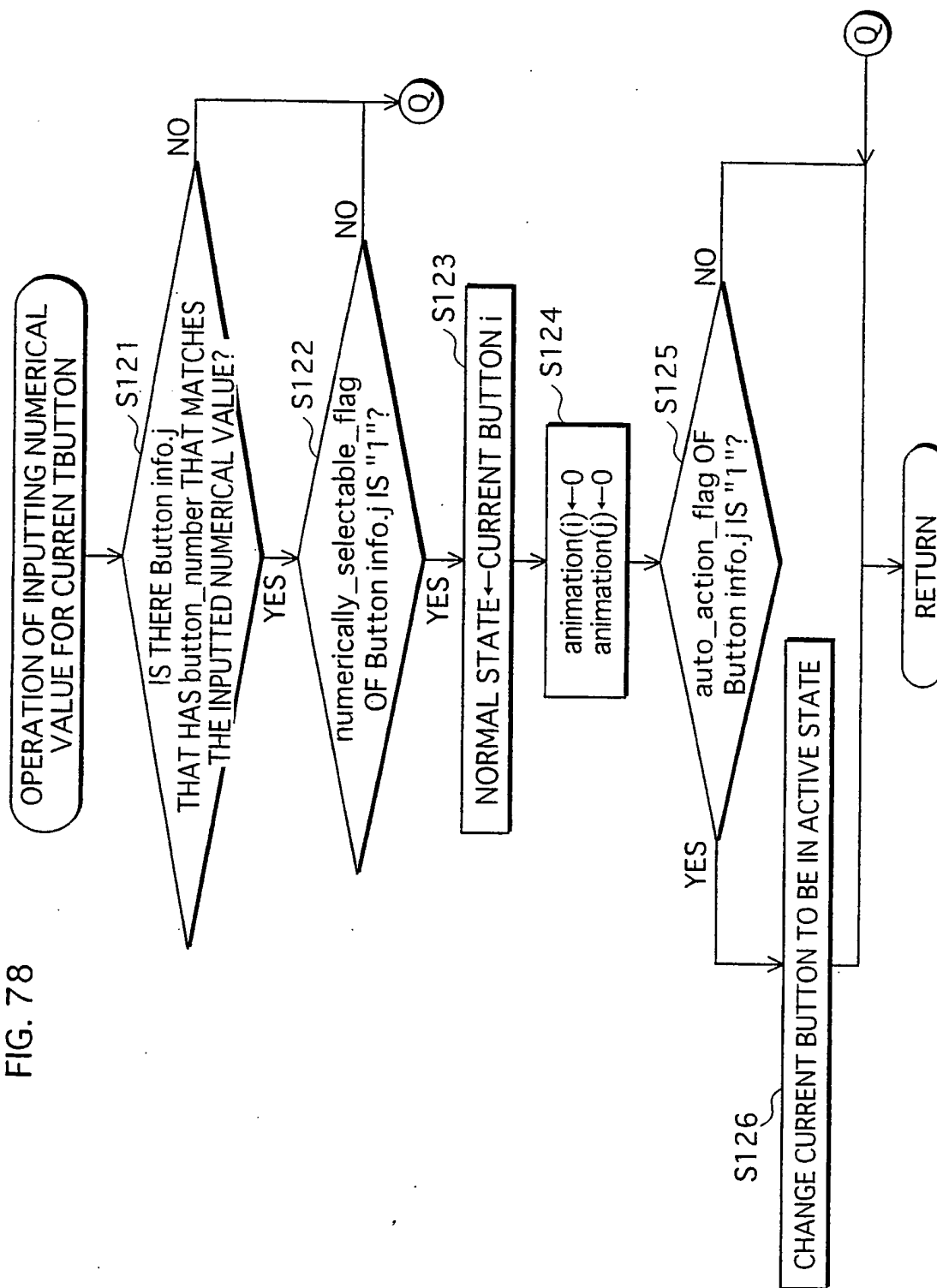


FIG. 79

